Macross 2050
Role Playing Game

About this game

This basebook will contain the canon storyline of the Macross Saga up to the current timeline. Some extrapolation on my part is necessary to make the game more complete, and any large guesses and information I make up for the story will be noted as such. Macross, Mekton, Cyberpunk, Fusion, Atomik, Robotech and any other specific names and information are assumed to be copyrighted by their respective owners. I'm not trying to rip-off the owners, just presenting things in a new manner so the game isn't another clone. As such, I hope that Tatsunoko Productions, Studio Nue, Talsorian Books, Hummingbird, Iijima Mari, Haruhiko Mikimoto, Shoji Kawamori, Harmony Gold and anyone else associated to Macross, Mekton, Interlock, Robotech and Fusion will be understanding (AD Vision need not apply).

This book should be all that is needed (aside from the Macross 2050 sourcebooks) to run a campaign, although the following books and additions may be helpful. For making new mecha or modifying the ones presented, Mekton Zeta and Mekton Zeta Plus will have the needed charts and information. Also, any book with the Fusion core rules will help; for the sake of space I'm not reprinting the entire system although specifically needed or modified rules will be included in this book. Atomik additions (particularly Atomik Alienz) will be of benefit for further expansion away from the canon storyline.

The first four sourcebooks will contain information pertaining to the canon storyline. The first will have expanded information on the UN Government. The second will have expanded information on the Protoculture, Zentraedi, Varauta and the Protodeviln. The third book will have information for all miscellaneous groups such as the Galaxy Patrol, Anti-UN forces and civilian enterprises. The fourth book will contain compiled information for the technology, equipment, mecha, ships and vehicles seen throughout the Macross saga for campaigns set in any era of Macross.

There will also be four other sourcebooks for the non-canon parts of Macross for use as alternate campaigns or for incorporating them into the Macross storyline as needed. The fifth book will cover Macross II. The sixth book will cover Super Dimensional Cavalry Southern Cross. The seventh book will cover Genesis Climber Mospeada. The eighth and last book will cover everything as seen in Robotech, for those who wish to play that instead.

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Preface

About Macross

Macross was a 36 episode anime TV series that aired in 1982-1983, about war, mecha, the human spirit and a love triangle. In 1984, Macross: Do You Remember Love was released. DYRL was a movie version concentrating on the actual war with Boddole Zer, supposedly made by the people on the Macross in 2030 to remember and honor those who died in the war. Macross Flashbask 2012 was a series of Minmei music videos released in 1987, including one new song never shown in the series, showing the launch of the first colonization fleet lead by the Megaroad-1, escorted by VF-4G fighters. The original Macross saga has become somewhat disjointed from the rest of the story since it was created long before the other parts.

In 1994-1995, Macross Plus was released. Macross Plus is yet another story with a love triangle and some of the best animation ever created, first released as a 4 part mini-series and then later as a "movie" version (originally meant as the movie version).

The story was continued with another TV series of 49 episodes, Macross 7 (also aired on TV in 1994-1995). The usual love triangle is more subdued and there is more emphasis on the music and "culture". Macross 7 also has a 4 part sequel – Macross 7: Dynamite (1997-1998), as well as the 3 part addition – Macross 7: Encore, and a mini-movie – Macross 7: The Galaxy is Calling Me. Macross 7 Trash and Macross 7: Mylene Beat carry on the story about the Macross 7 fleet in manga.

A new installment of the Macross legacy is the 5-part Macross Zero released in 2003-2004, which tells the story of Roy Fokker two years before the original Macross series, piloting one of the VF-0 prototypes. It presents new background information that was never presented in the past. One such instance was the discovery of a Protoculture relic on the bottom of the ocean near the Pacific island of Mayan, and that the natives of that island followed a belief based on the Protoculture as divine beings. This new series partially pushes the original Macross saga somewhat out of line with the rest of the story since the original Macross did not make mention of some of the elements shown in Macross Zero and other parts of the saga. Hopefully this will be addressed by Studio Nue.

In 2008, Macross Frontier is released. This sequel to Macross 7 is set in 2059 with the 25th Macross Colonial Fleet (11th super long-distance colony fleet) and their encounter with the insect-like Vajra and a renegade colony fleet. The TV series will be followed up

by two movies; the first a retelling of the series, and the second being a sequel to the series/first movie.

Without permission or information from Studio Nue, Bandai Visual released Macross II: Lovers Again, in 1992. Macross II takes place in 2092 as another invading army (the Mardook) leading Zentraedi forces nearly annihilates Earth again. Studio Nue eventually buys rights to Macross II and hides it on the back shelf, calling it an “alternate reality”.

The official Macross story is also carried on through some video games. Macross Digital Mission VF-X (1997) and Macross Digital Mission VF-X 2 (1999) for the PSX, Macross 2036 for the Sega CD (1992) and Macross M3 (2001) for the Sega Dreamcast all are side stories that take place between and after the anime series’. There are several games released that take place in or aside from the canon storyline that do not contribute any new information (mostly shooting games and the like).

[All release dates are the Japanese releases]

About RoboTech

Robotech, the 85 episode epic series as you know it, was derived from three entirely separate anime shows that aired in Japan in the early 1980's. The animation was edited together and a hybrid story was added to make the three separate series mesh together as one long epic story - Robotech. It was then brought to the U.S. and the rest of the world outside of Japan by Carl Macek and Harmony Gold. How, and more importantly, why did this happen? Well, it's a long story.

Soon after the original anime series, Super Dimension Fortress Macross became a hit in Japan in 1982 Harmony Gold purchased the U.S. and international distribution rights to the show from Tatsunoko Productions at the suggestion of Carl Macek after they asked him what show might translate well for North American audiences. Macek originally planned to simply translate Macross into English (i.e. dub it) and market it for broadcast or direct to video sale in the U.S. However, at the time a show in America needed at least 65 episodes in order to be syndicated and Macross only consisted of 36 episodes. The solution?

Harmony Gold acquired two other shows, Super Dimension Cavalry Southern Cross and Genesis Climber Mospeada, which Macek tied together with Macross to make one gigantic epic story. It was rumored that for a time Macek and Harmony Gold considered just releasing the three shows as separate entities under the Robotech banner, much the way Gaiking, Grandizer, Danguard Ace, The Starvengers, and the Spaceketeers were aired under the title "Force Five." However, for whatever reason this idea never came to pass.

The linking of Macross with the two other anime series was done partially at the behest of the hobby company, Revell Inc., who initially helped fund the show and who came up with the name "Robotech." Revell already had the rights to market many of the plastic model kits based on Macross and other Japanese shows and released them under the Robotech banner. Harmony Gold hammered out a deal with Revell and used the title for their TV series as well. As another interesting side note, there was also a two issue comic book series produced by DC Comics related to this original Robotech model line that preceded the Robotech television series. This comic series, which was originally

meant to be three issues, featured none of the characters seen in the TV series and was completely unrelated, besides in name, to the television show.

The three anime were taken, edited a little for continuity's sake (this is why you see shots of the Robotech Masters in parts of the Macross Saga), and slapped together in a relatively short amount of time and Robotech was created. Although controversial, it must be admitted that such an unprecedented feat had been pulled off quite well. Robotech was then released in America and worldwide (sans Japan and other parts of Asia for obvious reasons) and became a smash hit.

Furthermore, Robotech had three attempts at sequels, all of which were canceled with minimal or no production completed. These include Robotech II: The Sentinels, Robotech III: The Odyssey, and Robotech 3000. Harmony Gold later decides that the Sentinels storyline is an “alternate reality” Robotech. Their fourth attempt, Shadow Chronicles, at least got a movie out.

Macross vs. RoboTech

Many fans will be familiar with Robotech, and will find differences in names and information presented here. This game is based off Macross, not Robotech. This game presents the saga as it really happened as opposed to the re-written plot of 3 completely separate and independent stories, although some names and information are adopted in to fill in blank spots (these will be noted in the specific entries). Thus in this game you will hear about Hikaru Ichijyo, not Rick Hunter. See the FAQ at the end of this book for notes and information about variations in information.

The Macross Saga was probably one of the least affected story and dialogue-wise (along with Mospeada) when being adapted into Robotech. This is because Macross was deemed the most important of the three chapters, therefore it was necessary to keep its story intact as much as possible. Most of the lines in the Macross saga are more or less directly translated from SDF Macross, sans the character names, and a little added dialogue for both continuity's sake as well as editing for the American market. Also, a lot of "questionable" scenes had to be edited out because American censors simply would not allow them to be shown to kids. These types of scenes include shots of excessive blood and gore, nudity (Minmei's butt to be specific), and excessive drinking. It is interesting to note that although they tried to edit out scenes of drinking by both Zentraedi and humans, many drinking scenes still appear in Robotech because they were considered key scenes (particularly with Roy Fokker). Perhaps the biggest difference between the original SDF Macross anime and RT: the Macross Saga was in the definition of what "protoculture" was.

In Robotech, protoculture was a source of energy that was sought after by the Zentraedi, Robotech Masters, Invid, and even humans. However, in Macross, Protoculture is the name of the first civilization in the galaxy. The Protoculture were the ones who created the Zentraedi in Macross (while the Robotech Masters created the Zentraedi in Robotech). It may be a bit of a stretch, but it is easy to liken the Protoculture in Macross to the Robotech Masters in Robotech. Another major difference between the two shows is that in the original Macross there is no SDF-2 hidden behind the SDF-1, which is also why you never see the actual SDF-2 in the Robotech animation - because it just wasn't there in Macross. Also, in the original Macross series although the SDF-1 (also known as simply the "Macross") was badly damaged by Quamjin's (Khyron in

Robotech) ship in the last episode, it was never destroyed as it was in Robotech. This is why you still see the SDF-1 in Macross sequels, like Macross Plus and Macross Frontier. In fact, in Macross all of the bridge crew, including the captain, survived the final attack by Quamjin. You must try to remember that Macross sequels, like Macross Plus or Macross 7, have nothing to do with the Robotech universe. Yet another interesting side note is that although the VF-1 is called a Valkyrie in the original Macross series and called simply a "Veritech" for the most part of the Macross Saga in Robotech, it is also called a Valkyrie in Robotech as well by none other than Captain Henry Gloval himself. In Robotech, the VF-1 is officially known as the Veritech Valkyrie, while in SDF: Macross it is merely the VF-1 Valkyrie. In Robotech, the term Veritech (short for Variable Technology) simply means the same as VF (variable fighter).

The Robotech Masters was probably the most changed story-wise out of the original three shows. This was due to the fact that it had to link what went on in the Macross Saga to the rest of the series. There was a lot of explaining to do! The original Super Dimension Cavalry Southern Cross anime didn't even take place on Earth. It was on a planet with two moons, one of which had to be airbrushed out for Robotech. Zor, who was the scientist that discovered the secrets of protoculture in Robotech, was really just the name of the invading aliens in the original Southern Cross. And yes, the ending of the original Southern Cross anime is just as dismal as it is in Robotech. In Robotech, Zor spreads the pollen of the Flower of Life throughout the earth, attracting the Invid, who later enslave humanity. In the original Southern Cross the pollen is also spread, but what happens is that it turns all of humanity on that planet into Zors. Again, content was cut, such as Jeanne's (Dana's) many shower scenes.

Like the Macross Saga, the New Generation also wasn't changed too drastically for Robotech. However, again it was necessary to add elements from past sagas for continuity's sake. In the original Mospeada anime, there was no "Admiral Hunter" to search for. Also, the Invid (Inbit in Mospeada) were not at war with the Robotech Masters, because the Robotech Masters didn't exist in the original anime. Although Stig (Scott in the New Generation) was on a mission to the reflex point in Mospeada, he was never sent by the Robotech Expeditionary Force, but was instead simply part of the Mars Base reclamation forces. And of course, nudity was cut; one episode was trimmed by nearly 5 minutes because of an extended bathing scene with the main female characters.

Chapter 1 – Life in the 21st Century

Life in the mid 21st century is much different than what it is today. Previous RoboTech RPGs have neglected to go in depth into the human mindset of the post space war earth, providing only a little background and concentrating on mecha and weapons.

Race – Humanity no longer divides itself into "races". All of humanity is a single race with little or no distinction of ethnic background, geographic origin or religious belief. Inter-human racism is unheard of, although a few groups of humans still harbor hatred to the Zentraedi and vice versa. Some colonies are wary of outsiders, however. Known races of the Macross universe are: humans, Zentraedi (Zentran & Meltran), Protoculture, Protodeviln and Zolans.

Language – After the near annihilation of earth, most languages were lost. Before the Zentraedi assaulted earth in late 2010, English was steadily becoming a "world language", used in almost all countries. When the Macross transported the whole South

Ataria Island out by Pluto, they took all of the civilians with them, making them the main survivors of earth because of the loss of 99% of all human life. The bulk of the citizens of South Ataria/Macross were Japanese, with Americans being second, and a handful of German, Russian and French (all members of OTEC) aiding in restoring the Macross. Following this line of logic, the new "earth standard" language is a polyglot of Anglic and Japanese with some amount of German, Russian and French mixed in. Other main languages include Zentraedi and Zolan, with Protoculture/Ancient Zentraedi and a few variations of thieves' cant being used by specific groups.

The only conflicting information I have found on this theory is certain Macross colonial fleets are referred to as "English fleet" or "Japanese fleet" and the fact Fire Bomber American and British Bomber release English language versions of Fire Bomber's songs. Based on this it is not unreasonable that some original Earth languages remain intact and are the "main" language of particular colony fleets.

Religion – Based on the same line of thinking as language (see above), most main religions were lost, except those practiced by the people on the Macross. The existence of aliens, not to mention the whole thing about the Protoculture altering humans in prehistoric times, mostly debunks Catholic, Islamic and Christian based religions. However, they remain as minor earth religions since many refuse to abandon their beliefs (after all, maybe God made the Protoculture too). Since most Japanese Shinto priests would not likely be on South Ataria Island (too much tech), this leaves Mahayana and Theravada Buddhism as the last remaining "main" religions. It is also not unreasonable that some new forms of religion would be created, and there could be some minor cults that revere the Protoculture as divine beings (or even more scary, Protodeviln cults).

Ethnic – Again, the loss of 99% of humanity caused a large loss of ethnic diversity. Because the main population used for cloning came from the Macross, this leaves a large percent of humans as Asian, Caucasian or Asian/Caucasian mix. However, there are still individuals of Negroid lineage (Ray Lovelock, Kate Masseau, etc.) present. Also, the colony planet of Veil seems to be predominantly Hispanic in descent (I am not sure if this was done simply for flavor or not). Ethnic background is simply no longer an important concept to humanity. Racism now runs along human vs. Zentraedi/Zolan lines.

Entertainment – Many classic forms of entertainment still exist, preserved by those who survived the earth's annihilation (mostly on moon base Apollo or on the Macross). As seen in the various Macross anime, music is one of the primary entertainments around. The Galaxy Network provides access to the current "internet", with all that entails. Movies are still quite popular, with many films being produced on colonies and onboard Hollywood vessels in colony fleets. Another big favorite (particularly on Zola) are radio dramas.

Sports are still a great source of entertainment to many. Traditional sports such as basketball and soccer are still played. Among some of the "modern" sports are cosmo-bike racing, Tornado Crush and macronized Meltran pro-wrestling. There's still skateboarding and other "teen" pastimes.

It is important that since most of earth's culture that was saved came from a predominantly Japanese cultured area. As such, many "low-brow" entertainments such as western-style cartoons (Ren & Stimpy, Stripperella, etc), British comedies (a contradiction) and the like no longer exist in mainstream entertainment. This is not to say all animation in Macross is anime-style or that there are no "dry" or "dumb" comedies

left, but they are less common. Dramas and soap operas still remain popular. In the late 2040's, a new form of variable fighter combat racing called Vanquish becomes popular.

Government – The New Unity Government is an Athenian Democracy with a healthy streak of pragmatism. The masses can't be allowed to make the defensive decisions, but they are well cared for. Local governments are elected by the civilian population, but can be overruled by the UN military in an emergency. A good example of this is the Macross 7 fleet. Mayor Miriya Jenius is in charge of the City 7 section unless the fleet is under attack, in which case all control goes to Captain Maximillian Jenius.

Civil Rights – The civilians enjoy many of the same rights and freedoms seen in the late 20th Century. Some rights such as freedom of religion and expression are unchanged, but some other rights are modified to become practical. Citizens of all types are allowed to vote and own land. People are required to have a license to own handguns, rifles or shotguns, and anything else is highly illegal. More information on this is in Sourcebook 1.

Medical – By use of the Protoculture cloning tanks recovered from Zentraedi capital ships after Space War I, the UN was able to repopulate the Earth with people, plants and animals in a relatively short time; not to mention having the population to send 250,000+ people with each colony fleet. In December of 2030, widespread use of cloning is banned due to the increase of children's hereditary diseases. Cloning still remains in use for individual cloning needs. Other medical technology has improved as well. Most major illnesses have been cured, and the lifespan of humans has increased to approximately 100 years (60 is the new 30).

Cybernetics – Cybernetics are largely used for medical replacement rather than augmentation. However, the legality and usage of cybernetics varies by colony or fleet. For instance, on the Macross Frontier fleet cybernetics are illegal, while on the Macross Galaxy they are renowned for their advancements in cybernetic technology.

Propulsion Systems – The ASS-1 brought with it very advanced sublight engines and superluminal capable drives (hyperspace engines). These have allowed humans to expand their "empire" to neighboring worlds for the sake of preserving our race. Also helpful is the anti-gravity engine and artificial gravity on ships without them having to use rotating decks. In the colony fleets, even civilian cars & trucks are capable of short-range space travel in between the larger colony ships. UN space fold generators are capable of traveling at up to 1 light year every 6 minutes. What the fold drives of the UN Spacy, Zentraedi and other races do is push the ship into hyperspace; a dimension adjacent to our own dimension, but one where distances are far smaller.

All capital ships have sublight drives that can reach around 0.20 of the speed of light, roughly 61,050 km per second (some Meltran ships can travel faster than this). They rarely travel at this speed, as mecha are unable to keep up, being only able to attain a maximum atmospheric thrust of around Mach 22 (the latest VF's.) Also, weapon ranges do not exceed 165,000 to 330,000 km, and combat would be impossible at such speeds. Travel at this speed does maintain the problem that something 5 mm in size being able to punch through a ship's hull as it travels at sublight speeds and destroying the entire ship, hence the reason why starships feature magnetic shields that function the same as a planets atmosphere in pushing aside/repelling minor space debris. The magnetic shields of vessels are not strong enough to contain an atmosphere but they do protect against

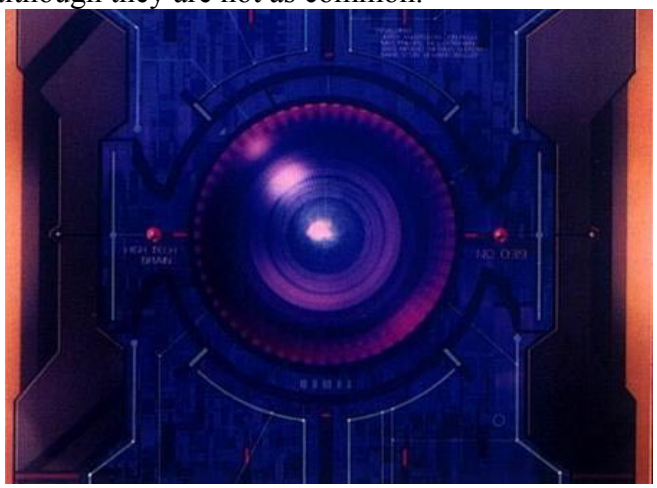
micrometeorites. This shield has nothing to do with the pinpoint barrier systems, and remains active as long as the ship has power.

One of the other great discoveries found within the crashed SDF-1 were the anti-gravity generators (sometimes referred to as contragravity drives). After initial problems using them, (the gravity generators were not adequately secured in place and ripped themselves free of the ship), the UN Spacy made good use of anti-gravity in all of its ships which negated the regular problems of getting ships into orbit from the ground and vice versa. These antigravity drives can allow a ship to ascend or descend in a gravity well up to 400m per second.

Weaponry – The Protoculture overtechnology seemed to be fond of energy weapons and reaction weaponry. Almost all mecha and capital ships have some sort of energy weapon, ranging from the head mounted point defense lasers of the VF-1 series to the heavy particle beam cannon built into capital ships (sometimes referred to affectionately as "the Macross main cannon"). Mass projectile weapons are mainly human-sized weapons and the gun pods of the variable fighters. Missile technology has also advanced greatly, ranging from basic "fire and forget" missiles to the High Maneuverability missiles (HM), which can dodge attacks against themselves while chasing their target. Rarely used are the reaction warheads, which require approval from UN Spacy HQ.

Armor & Alloys – The super resilient metals used for the structure and armor of all capital ships, mecha, and even many important structures (referred to in Macross as "hyper carbon alloy") is another product brought to us by the rogue Inspection Army gunship. Basic hyper carbon alloy is "standard" armor by definition of Mekton Zeta Plus, although other levels of armor (alpha, beta and gamma) are used in elite VF units and as command armor, being too expensive for basic units.

Artificial Intelligence – Many low-level AI are commonplace in the cities and capital ships, usually cleaning units or mobile soda machines and cameras for taking mementos in parks, and the autopilot built into almost all variable fighters. The upper level AI are strictly enforced, particularly after the Sharon Apple incident in 2040 with the X9-Ghost unmanned fighter and the whole Macross City. Some fleets of the UN still use drone fighters although they are not as common.



Holographic Projection – This is used heavily in colony fleet vessels to simulate a day-night schedule to keep colonists from becoming depressed about being in deep space. It is also used extensively in concerts and for advertisements in the streets. The

military also uses it in command rooms and in the holographic cockpit to display all sides of the mecha. The mecha of Sound Force also use it to distract opponents with a pyrotechnic display. Holography also can be found in designer fashion clothing that becomes highly luminescent in darkness or capable of changing colors or displaying images on the material. Virtual idol Sharon Apple used advanced holography that could simulate the sensation of being touched through by using low-level energy fields to stimulate skin where "touched". Holographic technology also finds use in entertainment for video games and costumes (such as the costume hall Hikaru and Minmei went to in the DYRL movie).

Education & Galaxy Network – The bulk of civilian education is carried out through the Virtual Net (a sub-division of the Galaxy Network), although private in-home schooling is common. As quoted in Macross 7: Trash "schools were mostly for the social and sports events". Military education takes place at a military instillation or a Beginhill Class Military Training Ship while in a colony fleet. With advancements in computers and holographic technology it was inevitable that the internet would also benefit from these advances. The internet, known now as the Galaxy Network, after 2040 is available both in a flat screen format and in a virtual reality goggle format allowing people to fully 'interact' with the websites that they browse.

Money – After Space War 1, the earth economy as a whole was just plain gone. At first things were pretty much done by bartering, however, eventually as Earth rebuilt, they brought back money "you can't have an economy without cash!" After debating whether to use the USD or the Yen, it was decided on a universal monetary system without minted cash, usable on Earth and any colony – the credit. One credit is more-or-less the equivalent of 1 USD (something that would normally cost around $10 USD would cost about 10 credits). Most aligned worlds, including Zola, have switched to the credit to make trade smoother. Since no credits are physically minted, everything is electronically accounted, and therefore harder to counterfeit.

Computer Controlled Cable – This is a useful technology in which micro armatures are woven throughout cable so that a computer can "animate" them. This allows computers to change connections without human intervention. These are extremely helpful when an Ark Royal needs to reconnect to the colony ship it attaches to, or for high-speed cable changes for computer connections. In the Sharon Apple incident, Sharon used such cables to try to strangle Myung Fang Lone.

Universal Translator – This system translates incoming transmissions and relays them on audio in a language of the user's choice. This is typically used to translate into UN Standard language. Most non-Terran languages on file are Zentraedi based, although most translation matrixes can decode and translate a language given enough time.

Other Bits of Information – The people of Macross use the metric system and military time as standards. Earth Standard Time is set at Macross City in Alaska.

Chapter 2 – Macross System

Macross 2050 uses a variation of the Fuzion system, using 5 mental stats, 5 physical stats, and 2 "other" stats. These base stats have a normal maximum of 10, although it is possible to raise all except EDU up to 20 (with GM permission). Also, all stats except EDU have a minimum score of 2 unless the character has some type of disability.

Intelligence	[INT]
Cool	[COOL]
Presence	[PRE]
Empathy	[EMP]
Technical Ability	[TECH]
Move Allowance	[MA]
Body Type	[BOD]
Reflexes	[REF]
Dexterity	[DEX]
Strength	[STR]
Attractiveness	[ATTR]
Education	[EDU]

Primary Stats

Intelligence – This measures how naturally smart the character is. Characters with a low INT have trouble understanding concepts beyond simple math, while those with a high INT score can usually figure out even complex ideas with a little effort.

Cool – This is the ability to remain calm in combat, resist mental domination and general willpower. People with low COOL tend to be high-strung and easily bullied, while those with high COOL aren't bothered by much.

Technical Ability – This may seem like it overlaps with EDU or INT, but TECH represents general "affinity" with electronics and machines. While a person may not be overly intelligent or never went to school, they can be a genius with machinery.

Presence – This stat represents the person's charisma and sense of self. A person with a high PRE commands admiration and/or respect, while those with low PRE are usually ignored or shunned.

Empathy – While this may seem the same as PRE, EMP is used more for 1-on-1 situations dealing with people directly. High EMP means the person is friendly and most people get along with them, while low EMP represents a withdrawn or uncaring person. This stat is also used to determine the character's mental stability stat.

Attractiveness – This is simply the character's physical attractiveness. While it can be argued that "beauty is in the eye of the beholder", a person with a high ATTR is generally going to be more sought after for sexual/romantic situations than someone with a low ATTR.

Move Allowance – The character's MA stat determines how many meters the character can move in a single round.

Body Type – This is the character's health, stamina and overall fitness. Those with high BOD are tougher, more resilient to sickness and heal quicker than those with a low BOD; and they can withstand higher G-forces. A high BOD stat doesn't necessarily mean the person is big or bulky – even small skinny people can be extremely healthy.

Reflexes – This represents the character's response time and coordination. This is useful for juggling, throwing and shooting.

Dexterity – This is your overall physical competence and balance. This is useful for dodging, maintaining balance and leaping/tumbling.

Strength – Very simply put, this is the character's raw brute force. This determines the character's lifting/carrying limit and ability to inflict damage in unarmed

and melee combat. Those with high STR are usually bigger and more muscular than those with low STR.

Education – This represents the character's education level; 0-1 is uneducated or elementary level, 2 is a high school dropout or unfinished, 3 is a high school diploma, 4-5 is some college or technical training, 6 is roughly four years of college, 7-8 represents post-college schooling and 9-10 represents someone who possibly has multiple high-level college degrees. The education stat does not literally mean the character has been in an established school, and can represent on the job training or even self-taught skill.

Secondary Stats

Endurance [END] – Equal to BOD x10. Generally 1 die of effect or 1 unit of time you remain active takes up a certain amount of END. When END reaches zero, the character can do nothing except rest. Resting for one turn restores END points equal to the character's REC stat. This stat is optional if the GM does not wish to track how "tired" the characters are.

Mental Stability [STAB] – Equal to EMP x10. Rather than the "racist" term of humanity, this represents the character's mental well being and psychological stability. It can be reduced by psychic attacks, possession, mutation, lower tech cybernetics and witnessing or committing atrocities.

Speed [SPD] – Equal to REF /2. This is how fast the character can react in combat. It serves as the base of their initiative score.

Luck [LUCK] – Equal to INT + REF. This represents how "charmed" the character is. Characters with high luck are able to pull off literally death-defying stunts. Each game session, players have a number of luck points equal to their LUCK stat that they can spend on any rolls they like. Luck replenishes itself every new session. Furthermore, a character can permanently lower his Luck by one to guarantee success on an emergency ejection roll (he can always buy it back up later).

Movement – Run is equal to MA x3 m per round. Leap is MA /4 m from a standstill and Run /4 m from a 5m running start. Swim is MA x1 m per round. Anime leap is MA x1.5m.

Body Type Modifier [BTM] – Based on your BOD. You reduce the amount of damage taken per hit (both stun and hits) by this amount. Damage can be reduced to 0, but not below (no healing).

Recovery [REC] – Equal to BOD plus STR. Character restore this much END and STUN per round of rest, and how many Hits they recover per full day of bed rest (before accounting for medical treatment).

Resistance [RES] – Equal to COOL x3. This secondary stat modifies the difficulty for others to seduce, bribe, persuade and intimidate the character (DV = RES), and is referred to as Stability in Mekton. It is also used as a passive defense against psychic abilities,

which are not found in Macross. Furthermore, if the character suffers more STUN or Hits damage in a single hit than his RES stat, he is knocked unconscious.

Stun [STUN] – Equal to BOD x10. This is how much total stunning damage you can take before being knocked unconscious. Stun is not distributed when using the hits by location option.

Mental Defense [MD] – Equal to COOL + PSI. This is only needed in campaigns where psychic powers are available, and generally not used in Macross. It sees use in Southern Cross and Robotech, both of which use the Macross 2050 system, so it is included here.

At character creation the player may spend 5 OP once to gain one of the following bonuses to a secondary stat:

+1 REC
+10 END
+5 Stun
+5 Hits (torso or pool)
-1 BTM

Zero Stat

On occasion, there is the possibility of a character or NPC having 0 in a stat. Keep in mind the impact this has on secondary stats.

INT 0 - the character is a complete vegetable with no ability to talk, read or communicate
COOL 0 - the character has no sense of self and will do whatever they are told
TECH 0 - the character has no concept of technology and can't even turn on a TV
PRE 0 - the character couldn't even interrupt into a conversation about himself
EMP 0 - the character doesn't even consider anyone else to be worth life
ATTR 0 - the character's countenance is the stuff of nightmares
MA 0 - the character cannot move under their own power, not even to crawl
BOD 0 - the character is either non-biological or dead
REF 0 - the character cannot control the movements of their limbs
DEX 0 - the character cannot control the movements of their limbs
STR 0 - the character lacks the strength to move on their own, and likely requires life support
EDU 0 - the character may have no INT or TECH skills, including literacy

Determining Hits

Hits determine how much injury a character can suffer before they need medical attention or are in danger of dying. Determining Hits uses the character's BOD stat. There are two methods of figuring Hits.

Pool Method – Using this method, simply multiply the character's BOD by 10 to determine how many Hits he has. Any specific limb damage or loss is at the discretion of the GM.

Location Method – Using this method, check the character's BOD stat with the table below to determine how many Hits each location of the body has. If a limb suffers

damage to bring it to 0 Hits, that limb is reduced to a mangled mess until medical attention is given. If a limb suffers 50% more damage than it has Hits, that limb is clipped (of course, loss of the head is instant death). This method still adds up to the same amount of Hits as the pool method, but it is simply more specific.

BOD	Torso	Head	Limbs @
1	3	2	2
2	5	3	3
3	6	4	5
4	8	4	7
5	12	6	8
6	13	7	10
7	16	10	11
8	18	10	13
9	20	10	15
10	23	13	16
11	25	13	18
12	26	14	20

STR Table

STR	Dmg	EV
1-2	-2	2
3-4	-1	2
5-7	+0	4
8-9	+1	6
10-11	+2	8
12-13	+3	10

Lifting: STR x10 kg; this is carrying capacity, you may dead lift twice this value
Throw: STR x3m
Dmg – This is a modifier applied to each die rolled for unarmed and melee damage.
EV – Encumbrance Value. Divide the total weight of items carried by this value and subtract this value from MA.
* Characters with cybernetic replacement use this chart unless they have full body conversion which allows them to use the mecha strength chart in Sourcebook 4. Anything less still has the weakness of some part of the body being "meat".

Body Type Modifier [BTM]

BOD	BTM
1-2	-0
3-4	-1
5-7	-2
8-9	-3
10-11	-4
12-13*	-5

* Every 2 points above 10 grants an additional -1 to BTM (-6 at BOD 14, -7 at BOD 16, etc.); mostly this is for macronized Zentraedi.

If you have access to other Fuzion or Interlock material, there is no reason you *can't* bring in some of the psionics, aliens or magic. However, there is also no reason *to* bring them in. In the Macross saga, there was never any indication of anyone having psionic powers, and definitely no magic powers. Cybernetics were very rare early on, and barely did the job of the original. If you really want the carbon plague from Cybergeneration to sweep over one of the colonies to create cyber-evolved, go ahead – it's your game; even if it never happened in the Macross canon storyline (so don't expect any material about it here).

Chapter 3 – Character Creation

The player should first choose what race they wish to play. The standard options are human, full blooded Zentraedi/Meltrandi, ½ blooded Zentraedi/Meltrandi, ¼ blooded Zentraedi/Meltrandi or Zolan. Each race has different advantages and disadvantages that help to define what that character would be talented at.

First, the player should decide the character's affiliation. Is he in the UN Spacy? Is he a civilian? Or maybe he is a member of an Anti-UN terrorist group from one of the colony planets?

Second, the player has 60 points (heroic level) to distribute to the twelve attributes (average 5), and then modifies them according to racial modifiers. Except for EDU, all must be a minimum of 2 before modifications. The stat of EDU has a minimum of 0. The normal human maximum is 10, with 7-8 being the typical upper limit. The human "average" is 2-3.

The third step is to choose a job template. Each template provides a list of skills available to be learned by that particular job. The player has 40 skill levels to distribute amongst these skills, but is not required to invest skill levels in them all, even though it's recommended. Some templates grant free "everyman" skills.

Fourth step is to select "pick-up" skills – that is, skills the character learned in his spare time or from training on the side. Maybe his VF pilot took extra training in engineering so he can repair his own variable fighter, or even to get a pay raise working on capital ship engines during peacetime. The player can learn skills outside the ones listed under his template, and can not spend these pick up skill levels on the skills provided in his template. The character has skill levels equal to their EDU x3 for these "pick-up" skills.

Fifth step is to select perks, talents, and complications. Also, Rank determines resources as follows: UN Spacy, police, and other military characters earn a monthly pay equal to their Rank (perk) times 200 credits (350 for officers). Civilians earn 200 credits plus their primary occupation based skill times 100 (a cargo pilot with Pilot 5 will earn 700 credits per month). All characters start out with 2 month's worth of pay in savings. Characters with the Wealth perk gain additional funds equal to one month's worth of additional resources. Characters get 45 OP to customize their character with backgrounds or increase skills and stats.

The last step is to purchase equipment and finish the details of the character such as place of birth, height, weight, etc. Normally characters have a limit of 10 on all stats and skills, although racial bonuses may increase this beyond 10. Truly exceptional characters may be able to increase a skill or stat beyond 10 through OP, but the absolute

limit is 20 (if the GM allows it, and is encouraged to say no). Macronized Zentraedi have different stat limits (see Sourcebook 2).

All characters are assumed to have 8 ranks in their native language for free, unless they wish to have a character with less education or some type of speech impediment.
Stats: 5 OP per rank
Skills: 1 OP per rank (2 OP per rank for Difficult skills and psychic/Spiritia abilities)
Perks/Talents: variable

Races

Humans – Humans have historically been inventive and shown high ingenuity. Rebuilding the highly advanced Inspection Army gunship and modifying it is testament to this fact. All humans get +3 OP regardless of template. Anyone with 1/8 Zentraedi/Meltrandi blood or less is considered to be "just human". Humans have a normal maximum of 10 in all traits, with 7-8 being the typical upper limit.

¼ Zentraedi – Those with this amount of Zentraedi blood are still tougher than the average human, but not as sturdy as their ancestors. All ¼ Zentraedi get +1 to their BOD stat and may raise their BOD up to 11.

¼ Meltrandi – Those with this amount of Meltrandi blood are slightly more graceful and quicker than typical humans as a result of their genetic template of being ace pilots. All ¼ Meltrandi get a +1 to their AGIL stat and may raise their AGIL up to 11.

½ Zentraedi – The character's father was a full-blooded Zentran and has inherited some of his toughness. All ½ Zentraedi get +1 to their STR and BOD stats, but must pay 5 OP. Half Zentran may raise their BOD, STR and one combat skill of choice to 11. Half Zentraedi are always male.

½ Meltrandi – The character's mother was a full-blooded Meltran and has inherited her natural reflexes and speed. All ½ Meltrandi get +1 to their AGIL and MA stats, but must pay 5 OP. Half Meltran may raise their AGIL and Piloting skills up to 12. Half Meltrandi are always female.

Full Zentraedi – The character is a full-blooded Zentran micron and has an undiluted genetic strain from the original Zentran clones. All full-blooded Zentran get +2 to their BOD and STR stats, but must pay 15 OP. Full-blooded Zentran may raise their BOD, STR and one combat skill of choice to 12. Full-blooded Zentran automatically get one free rank of High Pain Threshold.

Full Meltrandi – The character is a full-blooded Meltran micron and has an undiluted genetic strain from the original Meltran clones. All full-blooded Meltran get +2 to their AGIL stat and +1 to their PRE and MA stats, but must pay 15 OP. Full-blooded Meltran may raise their REF and Piloting skills up to 13. Full-blooded Meltran automatically get Acute Sense: Vision for free since they have 20/70 vision.

Zolan – The character gets +1 PRE and +1 EMP, but must pay 5 OP. Zolans are pacifistic and typically do not become soldiers, excelling at sciences and jobs requiring social interaction such as merchants. Zolans have the same "odd" hair color range as the Zentraedi (with contrasting colors; see below), but are predominantly Caucasian skinned. All Zolans posses extended "elf" ears ranging 10 to 15 cm in length (4-6"), while males possess a stretch of fur on their forearms from the edge of their hands to their elbows. Zolan may raise their EMP and PRE to 11. All Zolans appear to have two-tone hair (the bangs, forearm patches and facial hair being different from the rest); this appears a racial trait rather than dyed since some of the Zolans don't seem to be of the personality to serve vanity. Where humans evolved from apes, the Zolans evolved from marsupials.

Mixed Blood Character Notes

1/2 Zentraedi - with Komiria Jenius being the first such child born in 2011, and with the lowest age of military enrollment at 15, it makes sense 1/2 blood are not available until at least the late 2020's (2026+)

1/4 Zentraedi - assuming no "breeding" occurs with 1/2 blood children until at least the age of 15, 1/4 blood are not available until at least the early 2040's (2041+)

1/8 Zentraedi - although statistically they are identical to "base" humans, following the outlines above, they are not available until at least the late 2050's (2056+)

Switching Templates

Normally, switching templates presents no particular problems. The character simply spends time learning the new skills. This takes approximately 1 month per skill that the character does not already possess, and he then purchases at least 1 rank in those skills. If the character already has all of the listed skills, then it still takes a flat rate of 1 month to learn the particular details.

For example, Hikaru Ichijyo was a skilled civilian pilot who joined the UN Spacy. Hikaru spent a few months to complete basic training, and then took an additional month to learn the variable fighter systems even though he was already more skilled at flying than most other recruits.

Even if a character has all of the skills of a particular template, such as a pilot having all of the skills of the mechanical engineer, he is not obligated to switch templates, nor is he automatically considered a mechanical engineer even if he does part time work as such.

Advancement

Instead of having experience levels like in many other games, characters simply use their OP to increase their stats and skills. This gives the character a sense of growth as he becomes quicker, smarter, stronger and/or more skilled. The GM can deny a character's advancement in a particular skill or stat if he feels the character has made no real use of the skill (i.e. checking email doesn't count as "using" the Computer Use skill).
Increasing a Stat: Level to increase to x5 (raising from 5 to 6 is 30 OP)
Increasing a Skill: Level to increase to up to 10, after 10 it costs x5 (raising from 10 to 11 is 55 OP) [Buying up Wardrobe & Style from 4 to 5 costs 5 OP]
Increasing Spiritia Skills: Level to increase to x3 (raising from 5 to 6 is 18 OP)
Increasing psychic abilities: Level to increase to x2 (raising from 5 to 6 is 12 OP)

Increasing a Perk (after character creation): Normal cost and GM permission
Buying a New Perk (after character creation): Normal cost and GM permission

Minmaxicus

Most veteran gamers are familiar with a term known as “min-maxing”. What this means is getting maximum or near maximum values for stats most important to the template and leaving minimum values in less useful stats (often referred to as dump stats). While making a competent and useful character actually requires this to some degree (a medical doctor isn’t going to have a low INT, but doesn’t need a high STR), excessive abuse of this should be taken full advantage of by the GM.

For instance, a destroid pilot doesn’t need high levels of PRE, EMP or ATTR, thus these are likely dump stats for a powergamer. The GM is encouraged to give players with a character with stats of 3 or less plenty of grief over their choices. A pilot with ATTR 1 will likely get an unglamorous nickname such as “Ugly Joe”, or get joke comments from fellow pilots such as “he’s too ugly to die” or “he should fight without a helmet to scare the enemies”.

To combat this problem, the GM can assign minimum values to represent qualifying for an occupation. Doctors may require INT 6 or better obviously, but the GM can say they need EMP 6 or better to represent bedside manner. The anime and manga often show training manuals or other examples of meeting requirements. The GM can also make campaign minimums, such as saying no stats below 4 are allowed (just to make things fair to everyone, after all why would the "heroes" have crappy stats?).

Skills

Skills are broken into groups according to their appropriate stat that they use. Some skills require certain levels of competency before certain things are attempted (surgery or mecha mechanics; require mathematics), while other skills simply mean the character is better at their skill than those with lower ranks of that skill (wardrobe & style). A few skills are listed in more than one group, meaning there are multiple ways of using the same skill (i.e. PRE based seduction relies on personal magnetism, while EMP based seduction relies on sensitivity and understanding the other person’s needs, and ATTR based seduction is simple raw sexuality).

Some skills are considered to be “difficult” and thus cannot be raised above five ranks at character creation. These skills may only be raised during game play and are marked on the list with an asterisk *. Veterans (see Sourcebook 1) can raise this limit by spending more time in service.

Occasionally the GM may pair up an alternate stat with a skill if the situation is unusual. For example, swimming is normally a BOD skill, but the GM might have the player use DEX for making a precision dive or use STR while trying to haul an unconscious person to shore.

Using Skills

Whenever the character must use a skill, they roll the skill rank + corresponding attribute + modifiers + 1d10 against a Difficulty Value based on how hard the task is.

Difficulty	**DV**	**Difficulty**	**DV**
Challenged	10	Exceptionally Superheroic	42
Everyday	14	Incredibly Superheroic	46
Competent	18	Legendarily Superheroic	50
Heroic	22	Cosmic	54
Incredible	26	Competently Cosmic	58
Legendary	30	Exceptionally Cosmic	62
Superheroic	34	Incredibly Cosmic	66
Competently Superheroic	38	Legendarily Cosmic	70

Modifiers

These modifies are cumulative with each other unless they are the same type (complex repair doesn't stack with very complex repair).

Complex repair	+2	Never did this before	+1
Very complex repair	+4	Difficult acrobatics involved	+3
"never been done before"	+6	V. Difficult acrobatics	+4
Don't have the right parts	+2	Impossible acrobatics	+5
Don't have the right tools	+3	Information hidden	+3
Unfamiliar tools or vehicle	+4	Well hidden clue, door, etc	+3
Under stress	+2	Complex program	+3
Under attack	+3 to +4	Very complex program	+5
Wounded	+2 to +6	Complex lock	+3
Drunk, drugged or tired	+4	Very complex lock	+5
Hostile environment	+4	Target on guard/alerted	+3
Very hostile environment	+6	Brightly lit area	+3
Lack of instructions	+2	Insufficient light	+3
Other characters pestering you	+3	Pitch dark	+4
		Being secretive while watched	+4

Success and Fumble

Whenever the player rolls a 10 on his skill roll, he makes a critical success and can roll that die again to add the result to the total. If he rolls 10 again, he does not continue to stack the die.

If the player rolls a 1 on a skill roll, he fumbles; roll again and subtract the value on the die from your total. If the final result is 0 or below, the player then rolls another d10 and consults the table below to see just how bad he sucks. Occasionally the roll result will not make sense to the situation (such as hitting an ally with a melee attack when the nearest ally is over 100m away); the GM can alter the result to make it more appropriate.

In the case of mecha, the Tech Manual's experimental technology failure table is quite applicable.

fumble…

REF (combat)	1-4 No fumble. You just screw up. 5 You drop your weapon, or trip if unarmed. 6 Weapon discharges or strikes something harmless. 7 Weapon jams or imbeds itself in the ground for one round. 8 You manage to hit yourself. Roll normal damage and location. 9-10 You manage to hit an ally. Roll damage normally. If there is no ally nearby, there are always innocent bystanders, security, etc.
DEX (athletic)	1-4 No fumble. You just goof and look foolish. 5-7 You fail miserably and take 1 Hit from a sprain. Save vs. Stun. 8-10 You fail abysmally. Take 1d6 Hits in torn muscles. Save vs. Stun –1.
TECH (repair, build)	1-4 No fumble. You simply can't get it together. 5-7 You not only fail, you make it worse. You drop the tools you're using or lose your grip and damage it worse. The next person to work on it has +5 to the Difficulty. 8-10 Wow, did you ever blow it! You damaged the device beyond repair and have to replace it.
EMP or PRE (people skills)	1-4 No fumble. You just continue on oblivious to their reaction. 5-6 So much for *your* people skills. You not only don't convince them; you leave them totally cold (+4 Diff on your next EMP/PRE roll with them). 7-10 Yow! You blew it royally. You not only didn't convince them, but now they are actually, violently opposed to anything you want to do. Roll another 1d10; on a 1-4 they will actually attempt to harm you physically.
INT (deduce, notice, get a clue)	1-4 No fumble. You just don't know how to do it or can't figure out what is going on. 5-7 You don't know anything about what is going on, and you haven't a clue about how to do anything about it. Make a Persuasion check (DV 15) at -2 to see if anyone else notices how dumb you are. 8-10 Damn you are oblivious. You not only don't know what's going on or anything about the subject, but *everyone* knows how ignorant you are.

Critical Success

When the player exceeds an attack roll by more than 5 beyond the DV, they score a critical hit. In the case of cross-scale combat against a larger scale target, their attack ignores all armor SP. In the case of same-scale combat, their attack does an additional amount of damage equal to half the excess of their roll (exceeding by 9 is +4 damage). Optionally, the target must roll on the Tech Manual's experimental technology failure table.

When the player exceeds a skill roll (non combat) by more than 5 beyond the DV, they score a critical success. In the case of TECH or INT skills, the time needed to repair, research or build is halved (excepting the R&D rolls for developing new mecha; which has it's own rules in chapter 15 of the Tech Manual). In the case of AGIL skills, the character performs with exceptional flair and style. In the case of EMP, PRE or ATTR skills, the character leaves such a lasting impression that they receive a +3 bonus on their next similar roll with the same target person/audience. The GM may declare particular cinematic events such as a target being unable to resist a critical seduction roll.

The Good, The Bad and The WTF was that?

The effects of criticals can stack or counter each other.

Success vs. Success

In the event two character make a critical success that isn't directly a contested roll, whoever had the highest net result wins. If they both have the same roll, then the GM is encouraged to come up with some spectacular cinematic result.

For instance, if two people are trying to seduce the same woman, and the GM decides the DV for her is a 25 and they both get a result of 32, then the woman may well fall madly in love with both and either pursue them both or be overwhelmed with indecision.

Failure vs. Failure

Likewise, when two characters totally flub their skill rolls their effects can stack. Unlike with successes, a contested roll can have a double critical failure. Both players roll on the charts above for critical failures, and if both roll badly enough, their combined incompetence draws even more notice.

Using the above example, if both players critically fail their seduction rolls on the woman, everyone in the area takes notice and they may well be ridiculed for months on end on their lack of knowing how to treat a lady.

Success vs. Failure

This is where things get good, when one person does beautifully and the other totally bombs. The player who failed doesn't need to roll on the table above, since his rival outshined him so well that everyone notices anyway (treat as a 10 on the chart) and his failure only served to make the other guy look even that much better. The rest is mostly cinematic as above.

Going with the same example, the one who succeeds so well has shown the lady in question (as well as everyone in the area) why he is so far better for her than "that other guy". The lady may fall instantly in love with the guy who succeeded and may likely spread rumors about the guy who failed and looked *that much* worse for it.

The Skills

Here is a list of skills available in the Macross world and what they are good for.

Brawl vs. Hand-to-Hand vs. Martial Arts vs. Wrestling

Brawling is learned by most bar brawlers and street thugs. Hand-to-Hand is taught by most government and military organizations, and tends to be "quick 'n dirty" fighting. Martial arts covers the (mostly oriental) ancient fighting styles that have special techniques, allowing the character to learn special attacks.

Brawling is sloppy and has no techniques. It is simply an aggressive attempt at pulping your opponent without getting your ass handed back to you. This is common among gangs, bar regulars and poorly-trained anti-UN forces or civilian rebels.

Hand-to-Hand is taught by most formal military and police institutes. It is much more refined than brawling, but lacks the fancy techniques of most martial arts, being boiled down to the essentials. This can also be thought of as a combat form that only teaches what is needed to take down an opponent with the least amount of energy expended. This is common among professional military, and most Zentraedi have a couple ranks of this inherently.

Martial arts includes all of the specialized combat forms, primarily from the orient. Granted there were hundreds of non-oriental martial art forms, but with the loss of most of the people who practiced them when the Zentraedi annihilated the earth, only those carried by the survivors were able to be handed down. See Chapter 5: Combat for more information on martial arts. Martial arts are not common among anyone in particular, although Meltran aces and special forces training borders closely to this rank.

Wrestling is primarily a sports skill, but can be used in place of other combat skills when initiating, maintaining or controlling a grapple.

Intelligence Skills	**Reflexes Skills**	**Technical Skills**	**Empathy Skills**
Accounting	Archery	Aero Tech	Bribery
Anthropology	Automatic Weapons	Artisan	Dance
Archaeology	Brawling	Auto Tech	Human Perception
Astronomy	Driving	AV Tech	Impersonation*
Astrophysics*	Fencing	Basic Tech	Intelligence Gathering*
Astro-Navigation*	Hand-to-Hand*	Building / Construction	Interview
Awareness/Notice	Handgun	Computer Hacking*	Leadership*
Biology	Heavy Machinery	Computer Operation	Mimicry
Botany	Heavy Weapons	Computer Programming*	Persuasion & Fast Talk
Business	Martial Arts*	Cooking	Seduction
Chemistry	Mecha Combat*	Criminology	Social
Composition	Mecha Pilot*	Cryotank Operations*	
Concealment	Mecha Weapons*	CyberTech*	**Presence Skills**
Cryptography	Melee	Demolitions*	Bureaucratic
Deduction	Motorcycle	Disguise	Charismatic Leadership*
Diagnose Illness	PA Pilot*	Electronics	Credibility*
Electronic Warfare*	Pilot	Electronic Security*	High Society
Expert	Ranged Powers	Electronic Warfare*	Oratory
Forward Observer*	Riding	First Aid	Perform
Genetic Engineering*	Rifle & Shotgun	Fishing	Persuasion & Fast Talk
Geology		Forensics	Seduction
HALO/HAHO*	**Dexterity Skills**	Forgery	Teaching*
Hide & Evade*	Acrobatics	Gambling	Trading
History	Air Assault*	Gyro Tech	Ventriloquism
Intelligence Gathering*	Athletics	Jury Rig	
Language	Dance	Laser Communications	**Strength Skills**
Lip Reading	Dodge & Escape	Locksmithing	Climbing
Mathematics	Escape Artist*	Mecha Design*	Strength Feat
Navigation	Gymnastics	Mecha Tech*	Swimming
Parachuting	Pick Pockets	Mechanical Engineering*	Wrestling
Physics	Reflector Systems*	Medical Tech*	
Relicology*	Sleight of Hand	NBC Warfare*	**Attractiveness Skills**
Religion	Skiing*	PA Tech*	Personal Grooming
Research	Stealth	Paramedic*	Wardrobe & Style
Shadowing/Tracking	Zero-G Maneuvering*	Pathology	Seduction
Sniper*		Photo & Film	
Stock Market		Pharmaceuticals	**Body Skills**
Strategy*		Play Instrument	Athletics
Surveillance		Radio Communications	Endurance
System Knowledge		Scuba	LANO*
Tactics*		Sewing	
Wilderness Survival		Shiphandling*	**Cool Skills**
Zoology		Ship Weaponry*	Authority*
		Starship Operation*	Concentration*
		Systems Operations	Interrogation*
		Weaponsmith*	Intimidate
			Military Etiquette
		Psionic Skills	Oratory
		Use Power	Resist Torture/Drugs*
			Streetwise*

Skill Descriptions

Some skills have a degree of overlap. If the GM wishes, he can merge specialized skills into general skills to make the list simpler and smaller. Skills marked with a * on the master list are considered "Difficult" and characters may not start with more than 5 ranks, including any free ranks gained (may be modified by Advanced Training; see Sourcebook 1: UN Spacy).

Many skills can arguably be used with multiple stats. Athletics or swimming can be DEX, BOD or STR depending on the usage. Streetwise could be INT for knowing where to look, PRE or EMP for knowing how to deal with the person, and COOL for backing it all up. Such skills are listed with their most common stat. Seduction is a special case, being listed with three different stats and is treated as three separate skills to represent the clearly different ways of using the skill.

Accounting: The ability to balance books (or create false books), juggle numbers, create budgets and handle day-to-day business operations. Requirements: Mathematics 4.

Acrobatics: This skill includes basic abilities such as working rings/bars and balancing in high places. Acrobatics covers any kind of stunts made from a hanging or airborne start.

Aero Tech: The skill for working on fixed-wing aircraft. At 3 ranks you can perform most routine maintenance tasks. At 6 ranks you can do engine teardowns and major structural repairs. At 9 ranks you are capable of designing and building your own aircraft. This skill cannot be used on VF mecha even in fighter configuration. Requirements: Mechanical Engineering 4

Air Assault: This skill is used for rappelling from VTOL vehicles to make a ground assault. It is common among army, marine and special forces units.

Anthropology: The is the knowledge of human cultures, habits and customs. Unlike streetwise or social, this skill covers general customs and background of a culture. This skill is used when trying to understand a race as a whole.

Archaeology: This is the study of ancient buildings and structures. With this skill, the player can determine the age and function of ruins.

Archery: This is the skill of using all types of bow weapons including bows, slings and crossbows. At the GM's discretion, this skill may also include bow-like siege weapons such as catapults and trebuchets.

Artisan: This skill includes painting, sculpting, drawing, models or any other creative hobby. Each art style requires a different skill. At 3 ranks you can produce saleable "modern" art. At 6 ranks you can create exceptional quality works. At 8 ranks or more you might be internationally known for your artwork, and have lesser artists study your style.

Astro-Navigation: This skill allows a player to navigate a mecha or capital ship through space either with a functioning navigation computer or by recognition of stellar markers (much harder). Requirements: Mathematics 7, Astrophysics 5, Astronomy 6

Astronomy: This is the knowledge of the stellar bodies and recognizing constellations, planets, nebulae, and other such phenomenon.

Astrophysics: This takes the basic knowledge of astronomy and understanding of how the stellar bodies affect each other, cosmic radiation and its effects, stellar drift, and so forth. Requirements: Mathematics 5, Astronomy 4

Athletics: This includes all general athletic activities such as running, aerobics/yoga, soccer and other sports. This skill can be used in place of other specialized physical skills such as swimming and climbing, but will suffer some sort of penalty or otherwise not be able to reach the same level of expertise as a lower level of the specialized skill in question. Athletics may be used with AGIL, STR or BOD depending on the usage.

Authority: This skill represents how well a player uses his sanctioned powers. This skill requires the character have Rank and Membership to some organization legally acknowledge by the UN government, such as the SSS or civilian police force. Backed by the power of authority, cops and MP can arrest, detain, confiscate and enter nearly anywhere as long as he has the proper arrest or search warrants to back his play.

Automatic Weapons: This skill is used for all automatic-fire weapons, including machine pistols and assault rifles.

Auto Tech: This skill is used for working on ground vehicles with either wheels or treads. At 3 ranks you can perform most routine maintenance tasks. At 6 ranks you can tear down and rebuild most of the systems and perform major rebuilds. At 10 ranks you can build almost any ground vehicle.

AV Tech: This skill is used for working on all ducted fan aerodyne vehicles and other types of hovercraft. At 3 ranks you can perform most routine maintenance tasks. At 6 ranks you can do engine teardowns and major structural repairs. At 10 ranks you are capable of designing and building your own AVs.
Requirement: Mechanical Engineering 5

Awareness & Notice: This is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadowers and other events. At 2 ranks you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. At 5 ranks you can spot fairly well hidden clues, notice small changes in expression, and fairly sophisticated attempts to "shadow" you. At 8 ranks you routinely perform the sorts of deductive reasoning seen in the average TV cop show. Sherlock Holmes has 10 ranks.

Basic Tech: This skill allows a person to make repairs and perform maintenance on basic electronics and mechanical devices. Characters with this skill can fix their toaster or television, but vehicles and mecha are beyond their capabilities.

Biology: General knowledge of animals, plants and other biological systems. At 3 ranks you know most types of common plants and animals. At 6 ranks you have a general understanding of genetics, cellular biology, etc. At 10 ranks you can perform most bio-lab procedures including gene mapping and splicing.

Botany: The general knowledge of plants and plant identification. At 3 ranks you know most common plants and can identify which ones are dangerous, and why. At 6 ranks you can identify most important plants found worldwide and have a working knowledge of their uses. At 8 ranks you have the equivalent of a doctorate in botany and know all about rare poisons, exotic orchids and other useful plants.

Brawling: This is an untrained fighting skill relying on brute force rather than skilled techniques. This is most commonly trained in bars and on the streets.

Bribery: This is the skill of getting people to take underhanded favors. At 3 ranks you can usually get a table without reservations. At 6 ranks you rarely pay traffic tickets. At 9 ranks you could likely walk away from a fairly large crime without being arrested.

Building & Construction: This skill includes the design, repair and construction of temporary and permanent structures. This can include anything from setting up and tearing down a mobile HQ to building a 200-floor skyscraper. Having 5 or more ranks of this skill grants a +2 bonus to demolitions when attempting to demolish a building (you know where best to place charges).

Bureaucratic: This skill allows one to effectively deal with any kind of bureaucracy, whether it is a corporation board of directors or the UN Government. At 3 ranks you know which department to talk to for what task, most of the time. At 6 ranks you know how to paperwork pushed and who's palms need to be greased for that extra permit. At 9 ranks the people of the bureaucracy sometimes come to you for directions.

Business: This skill is used for running a successful enterprise. At 3 ranks you can run a small business. At 6 ranks your service is well known in the area you work from, and have a good client/customer base. At 9 ranks you are one of the more successful businesses around, possibly serving customers on an international level.

Charismatic Leadership: Some people lead by knowing how to relate to people, while others just have that special something that makes people *want* to follow them. This version is the latter, and is favored by entertainers and politicians. At 3 ranks you can motivate a dozen or so individuals. At 6 ranks you can motivate a whole city. At 9 ranks you could get an entire nation to follow you to the gates of hell and back.

Chemistry: The required skill for mixing chemicals and creating various compounds. Having 2 ranks is equivalent to high school chemistry. At 4 ranks is equal to college chemistry or a trained pharmacist. At 8 ranks you are a trained laboratory chemist. Requirements: Mathematics 4

Climbing: This skill includes free-style climbing as well as scaling and rappelling. This skill is also used for rappelling from aircraft.

Composition: The required skill for writing songs, articles or stories. At 4 ranks you can write saleable works. At 8 ranks you may have a strong literary following and not a little critical acclaim.

Computer Hacking: The skill to use a computer to illegally access other computers, banks or any other type of electronic device. At 3 ranks you can crack into most public computers such as library records. At 6 ranks you can access banks and low security terminals of corporations and military/government. At 10 ranks you can access most any computer files without a lot of worry about being caught; after all you can always steal yourself a new (clean) identity. Requirements: Computer Operation 5, Computer Programming 4

Computer Operation: This skill is required to use computers. It offers no ability for creating programs or hacking (see particular skills) but rather the ability to effectively use computers as they are intended. Programming and hacking skills require at least 5 ranks of computer use.

Computer Programming: The required skill to write programs and to reprogram computer systems. With 1 rank you can do simple EBASIC programs. At 3 ranks you know some higher-level languages and be able to write reasonably complex programs (including video games). At 6 ranks you are considered a professional programmer who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. Requirements: Computer Operation 5, Mathematics 4

Concealment: This skill includes techniques of hiding small objects on one's person to hiding a tank in the jungle. This skill may also be used to seek out hidden objects; since you know how to hide it you know what to look for.

Concentration: This skill allows the player to "shut out" disturbances and focus on the task they are working on. Using this skill (variable DV) will reduce situation penalties caused by distractions.

Cooking: This skill allows one to make tasty food, and also covers baking, candy-making and brewing. At 1 rank, you can heat prepack. At 4 ranks you can follow most recipes. At 7 ranks you regularly invent your own recipes. At 10 ranks you are Iron Chef.

Credibility: This is the ability to be believed: by your viewers, by the police, and by big and important people. At 3 ranks you can convince most people of a minor scandal. At 5-6 ranks you can convince local officials of military atrocities, undercover dealings and other front-page stuff. At 9 ranks you can successfully expose a scandal of Watergate proportions, or convince the President of General Galaxy that aliens are secretly influencing world leaders.

Criminology: This skill includes knowledge of criminal behavior, criminal identification, fingerprinting, and "cold reading" a crime scene.

Cryotank Operation: The skill required for operating, repairing and maintaining life suspension and body chilling devices. A minimum of 4 ranks are required to suspend a healthy person and 6 ranks for suspending a wounded person. Requirements: Med Tech 5 or Paramedic 6

Cryptography: The skill of reading and creating codes and ciphers. Players with this skill can only attempt to decode languages they are fluent in (minimum of 6 ranks).

CyberTech: This skill is used for building, repairing and maintaining cybernetic components. This skill does not give the medical skills needed for installing or removing such devices from a person. At 2 ranks you can keep cybernetics tuned up and replace batteries. At 6 ranks you can strip down most cybernetics and even make simple modifications. At 8 ranks you can design your own cybernetics from scratch. Remember that cybernetics are rare before the mid 2040's. Requirements: Mechanical Engineering 5, Biology 5, Med Tech 7

Dance: The specific skill needed to become a professional dancer. A trained dancer with 4 ranks can successfully dance for payment in small clubs and dance troupes. At 6 ranks she is considered to be of professional caliber and regularly give performances and has fans. At 9 or more ranks, the player is "star" caliber, having a large number of fans and may be recognized on the streets. This skill makes no distinction between classical dance, pop start dance and adult entertainment dance, so the player should make note of their character's style.

Deduction: The skill of stringing together facts and theory to come up with a solution. At 3 ranks you are an avid mystery novel reader. At 6 ranks you can regularly figure out what is going to happen before your friends. Sherlock Holmes has 11 ranks, keep practicing.

Demolitions: This skill includes the use of explosives, constructing detonators and how to disarm explosives. Also included is the knowledge of which types of explosives work best for which situations and how much to use. Actually making explosives from component materials (*safely*) also requires Chemistry 4.

Diagnose Illness: The skill of clinically diagnosing symptoms and medical problems. Having 3 ranks is equivalent to a high school nurse. At 6 ranks you are the equivalent of a trained intern. At 9 or more ranks you are a skilled diagnostician; other physicians come to you to get a diagnosis. Requirements: Biology 4 and Paramedic 5 or First Aid 8

Disguise: The skill of disguising your character as someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it cannot be used in place of the perform skill for stage acting.

Dodge & Escape: This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your awareness, you may not add this skill to your defense total.

Driving: This skill allows you to pilot all civilian ground units such as cars, and trucks. At 3 ranks you are the equivalent of a very good non-professional driver. At 6 ranks you have the skill of a moderate level race driver. At 8 ranks you are equivalent of a well known professional race driver and possibly win championship races regularly.

Electronics: The skill required for maintaining, repairing and modifying electronic instruments such as computers, PDAs, cameras and the like.

Electronic Security: The skill of installing or countering electronic eyes, electronic locks, bugs and tracers, security cameras, pressure plates, etc. At 3 ranks you can jimmy or install most apartment locks and security cams. At 6 ranks you can override most corporate office locks and traps. At 9 ranks you can enter most high-security places with impunity. Requirements: Electronics 5, Pick Locks 4

Electronic Warfare: This skill includes the use of ECM and ECCM as well as shadow imagers and holographic systems, active stealth systems and large-scale radar systems. Note that players can turn such systems on and off, but if they want to adjust how they work they need this skill.

Endurance: This skill is used to withstand pain or hardship, particularly over long periods of time. Skill checks are made whenever a character must continue to be active after a long period of time without food, sleep or water.

Escape Artistry / Contortionist: This skill includes advanced yoga posturing as well as learning how to dislocate joints to fit into small places or escape bonds such as ropes, handcuffs and straightjackets.

Expert: You may use this skill to be an expert on one specific subject, such as rare postage stamps, giant sauro birds, etc. At 3 ranks you are a local expert. At 6 ranks you know enough to publish a few books on the subject. At 8 or better your books are recognized as major texts on the subject.

Fencing: The specialized skill of using rapiers and sabers to duel. At 3 ranks you are competent. At 5 ranks you are fairly skilled. At 6 ranks you might win the National Fencing Competition. Having 8 ranks will get you a reputation of being a true swordsman.

First Aid: This skill allows the user to bind wounds, stop bleeding, and revive a stunned patient with CPR.

Fishing: This skill includes net fishing and using a rod.

Forensics: This skill is used for performing autopsies and determining how a patient was injured. While the diagnose illness skill works for ailments, this skill is used primarily for physical injuries.

Forgery: The skill of copying and creating false documents and identifications. This skill may also be used to detect such false documents; if you can fake it, you can usually tell a fake as well.

Forward Observer: This skill allows a person to accurately gauge the distance, calculate coordinates and time long-range artillery, air strikes and orbital bombardment. This is a useful skill for infantry.

Gamble: The skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not a luck skill. At 2 ranks you are the local card shark at the Saturday night poker game. At 6 ranks you can make a living at the tables on the Mark Twain Resort Vessel. At 9 ranks you can take on James Bond at roulette and stand a good chance at breaking the bank. Games such as roulette that rely on randomness rather than skill; use the LUCK stat instead.

Genetic Engineering: This skill is needed for the manipulation of genes for the purpose of correcting genetic flaws as well as being able to successfully clone replacement organs or entire clones. Requirements: Biology 7, Chemistry 6, Medical Tech 6

Geology: A functional knowledge of rocks, minerals and geological structures. At 3 ranks you can identify most common rocks and minerals. At 6 ranks you have the equivalent of a college degree in geology and can identify minerals and geological structures with ease. At 8 ranks you can teach geology in high school.

Gymnastics: This includes flips, cartwheels and other flexibility stunts made from a ground or crouching position. Most forms of tumbling and rolls fall into this skill. Players may attempt a gymnastics check to reduce falling damage by trying to “roll with the impact”.

GyroTech: The skill of repairing and maintaining rotorwing aircraft such as helicopters and gyrocopters. At 3 ranks you can perform most routine maintenance tasks. At 6 ranks you can do engine teardowns and major structural repairs. At 10 ranks you are capable of designing and building your own rotorwing vehicles. Requirements: Mechanical Engineering 3

HALO/HAHO: This skill covers the advanced parachuting methods including HALO (High-Altitude, Low Opening), HAHO (High-Altitude, High-Opening), LALO (Low-Altitude, Low-Opening) and paragliders. Requirements: Parachuting 6

Hand-to-Hand: This is a professionally trained form of fighting. While it is not as good as martial arts, it is better than brawling. This skill is typically taught to military and agents.

Handgun: This is the skill of using small guns including semi-automatic pistols and revolvers. At 2 ranks you can used a handgun effectively at a shooting rang, though combat will still rattle you. At 5 ranks you are as skilled as most military officers or police officers. At 7 ranks you can do the sort of fancy shooting you see on TV and have a reputation of being "good with a gun". At 8 ranks you are a recognized gunslinger with a "rep". At 10 ranks you are a legend, feared by all except the young punks who keep trying to "take" you in innumerable gunfight challenges.

Heavy Machinery: The skill to drive heavy vehicles such as loaders, construction vehicles, tanks, APCs and tractors. Being a professional driver usually requires a special license (Rank 2-3 License Perk).

Heavy Weapons: The skill required to use grenade launchers, autocannons, mortars, heavy machine guns, missiles and rocket launchers. At 5 ranks you have the equivalent of a military "heavy weapons" training course. This skill does not include use of mecha weaponry, but does include vehicle mounted weapons.

High Society: This is a combination of etiquette and knowing the who's who of the upper crust. At 4 ranks you can fit in like new money. At 8 ranks you fit in like a blue blood.

Hide & Evade: The skill of losing pursuers, covering tracks and otherwise evading people on your trail. At 3 ranks you can lose most gangsters on the rampage. At 6 ranks you can ditch cops and private eyes. At 8 ranks you can ditch most professional trackers.

History: The knowledge of facts and figures of past events. At 2 ranks you have the equivalent of grade school history education. At 6 ranks you have the equivalent of a college grasp on the subject. At 8 ranks you could teach history in high school. At 9 ranks you may have written a few of the most oft-used texts on a particular historical personage or epoch.

Human Perception: The skill of detecting lies, evasions, moods and other emotional clues from others. At 2 ranks you can usually tell when you're not getting the whole truth. At 6 ranks you can detect subtle evasions and mood swings. At 8 ranks you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Impersonation: This skill allows someone to pretend to be another specific individual. While Perform can allow general impersonation, such as portraying a samurai or a beggar, this skill is needed to pretend to be someone particular, like Hikaru Ichijyo.

Intelligence Gathering: This skill includes knowing who to ask and what to ask, using bugs and surveillance systems, and eavesdropping.

Interrogation: The skill of drawing information from a subject and forcing his secrets into the open. Having 2 ranks allows you to infallibly find out if your boyfriend/girlfriend is lying. At 5 ranks, you are a professional level interrogator. Mike Wallace of 60 Minutes has 9 ranks, allowing him to make even the most powerful people squirm.

Interview: The skill of eliciting interesting anecdotes from an interview subject. This information will be of a more nonspecific and personal nature rather than specific knowledge. At 3 ranks you will usually tell you only information relating to what he/she is well known for. At 6 ranks the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At 9 ranks he/she tells

you everything – including personal information about their illegitimate son, the time they stole a cookie when they were four, and the fact no one ever loved them.

Intimidation: The skill of getting people to do what you want by force of personality or physical coercion. At 3 ranks, you can frighten typical citizens, politicians and low-level thugs. At 6 ranks, you can intimidate Sylvester Stallone or any moderate "tough guy". At 9 ranks you can intimidate Arnold Schwartzenegger.

Jury-Rig: This skill does not replace other trained tech skills. Jury rig represents the ability to patch together vehicles and electronics to squeeze one last use out of them. For example, players could jury rig a truck to run again, but it would break down permanently once they reach their destination.

Language: The knowledge of a foreign tongue. At 2 ranks you can "get by" with the language. At 3 ranks you can actually read a written form of it. At 6 or more ranks you are fairly fluent, although no native would be fooled by your ability. At 8 ranks you speak and read the language like a native. Each language requires a separate skill, although the character can attempt a similar language at half their skill.

LANO: Low-Altitude, No-Opening. This isn't so much of a parachuting method as the character jumps out of a low flying vehicle (no more than 10m) and lands in water, snow or sand. While it may not seem like you need a skill for jumping out of a vehicle, the skill represents being trained how to *land* without breaking your legs or drowning. It is also called helocasting when jumping out into water.

Laser Communications: This skill is required for using long-range laser transmission and receiving and IR signaling, as well as fiber optic cabling.

Leadership: The skill of leading and convincing people to follow you. A leader with 2 ranks can manage a small office successfully and be respected for it. At 4 ranks you can lead a small band of troops into battle and not get shot in the back. At 7 ranks you can lead the entire Inspection Army into battle and look good doing it. Captain James T. Kirk has 11 ranks of this skill, but you never will.

Lip Reading: This is the art of watching people talk from a distance and knowing what they say. The player must be fluent in the language being spoken (minimum rank 6 in that language).

Locksmithing: This skill includes designing and maintaining combination and tumbler style locks as well as how to open them without the proper key. At 3 ranks you can jimmy most simple locks. At 6 ranks you can crack most safes. At 9 ranks you have a reputation as a master craftsman or cracksman.

Martial Arts: This skill covers any type of trained fighting style using hands, feet or specialized martial arts weapons. You must select a specific style, which gives you modifiers to particular attack modes. Most martial arts were lost with the annihilation of earth so this skill requires GM approval and a good background story. All martial art forms have a cost multiplier that increases the cost of this skill.

Mathematics: The skill of understanding calculations and mathematical formulas. At 3 ranks you can do basic mathematics. At 4 ranks you can do algebra and geometry. At 6 ranks you can do basic calculus. At 9 ranks you can deduce your own mathematic formulas.

Mecha Design: This is the skill of designing new mecha as well as weapons and other systems for mecha. This skill is primarily used for developing new VF-X units. You need at least 6 ranks to design full mecha plans, but fewer ranks can allow you to make minor alterations to existing designs. Requirements: Mechanical Engineering 5

Mecha Combat: This skill allows the character to fight hand-to-hand with his mecha, or use melee attacks. If the player has martial arts techniques, he may attempt to use them if his mecha is designed to permit the required movements. This is also used for any kind of melee combat in a mech.

Mechanical Engineering: This skill is used for high end mechanical repairs and design, and is a foundation of Overtechnology.

Mecha Pilot: This is the skill of piloting mecha. Each type of mecha requires a separate skill, although the skill is broad enough to encompass groups of similar mecha. At 1 rank you can move mecha around an open area. At 4 ranks you are a skilled mecha pilot. At 7 ranks you are a renown mechajock. At 10 ranks you have a reputation as a pilot to be feared and respected. Note that you can always use your standard mecha pilot skill when piloting a civilian model of the same type; i.e. you can use Mecha Pilot: VF Series to pilot a variable civilian model.
VF Series – All variable configuration mecha.
Destroids – All non-transformable ground mecha.
Meltran Armor – Meltran power armor variants.
Zentran Armor – Zentran power armor variants.
Battle Pods – all Zentran battle pod variants.
Civilian Mecha – Includes any civilian mecha.

Mecha Tech: This is the skill of repairing and building mecha. At 3 ranks you can perform most routine maintenance tasks. At 6 ranks you can do engine teardowns and major structural repairs as well as changing out weapon systems. At 10 ranks you are capable of "resurrecting" mecha that would have never seen action again. Requirements: Mechanical Engineering 4, Aero Tech 4 (for VFs)

Mecha Weapons: The skill of using mecha mounted weapons including ballistic and energy weapon systems and missile launchers built into the body of a mecha and handheld gunpods.

Medical Tech: This is the skill used in a sterile and properly supplied medical facility. Medical tech includes performing all types of surgery, installing or removing cybernetics if available, and has much better chances of stabilizing patients. Requirements: Mathematics 4, Biology 6, Diagnose Illness 5, Forensics 4, Pharmaceuticals 5, Pathology 5

Melee: The ability to use knives, axes, clubs, pipes, chains, swords, bowling pins, chairs, etc. in combat.

Military Etiquette: This skill includes knowledge of military rank structure, insignia and rank recognition, proper salutation and when to salute or not, and other basic military regulations. This skill also lets the player know which uniform to wear and when, but requires the wardrobe & style skill to make it look better than normal.

Mimicry: This skill is used to disguise your voice or to make non-human sounds. At 3 you can do some bird calls. At 6 ranks you can usually fool your mom on the phone. At 10 ranks you are Michael Winslow.

Motorcycle: The skill to drive motorcycles, quads, hover bikes and other two or three wheeled small vehicles.

Navigation: This is the skill of finding your way from place to place using the stars or other landmarks as points of reference. Using a compass or other similar device gives you a +2 bonus.

NBC Warfare: Nuclear/Biological/Chemical warfare. This skill allows one to accurately determine which type of WMD is most "appropriate" to the situation and what yield/type of agent should be used. Furthermore, it also teaches the person proper handling and disposal methods, precautions to avoid the effects and how best to use the surrounding environment to contain or channel the distrobution.

Oratory: The skill of public speaking. At 2 ranks you can wing high school speech competitions. At 6 ranks you can make money doing public speeches. At 10 ranks you are capable of delivering a speech to rival Kennedy's "Ich Bin Ein Berliner" or Lincoln's Gettysburg Address. Performers with 6 ranks or more in oratory gain a +1 bonus on Charismatic Leadership skill checks.

PA Pilot: Exactly like Mecha Piloting, except that it applies to power armor and linear frames such as the EX Gear.

PA Tech: Specialized form of mechanic and electrical skill for repairing, modifying and building power armor and linear frames. Requirements: Mechanical Engineering 4

Parachuting: This includes both recreational parachuting from airplanes or base jumping as well as military air insertion methods. This skill only covers the basic "jump and pull the cord" method. Advanced parachuting requires the HALO/HAHO skill.

Paramedic: This skill is more advanced than first aid, letting the player perform emergency field surgery and stabilizing a dying or traumatized patient.

Pathology: This is the study of diseases, viruses and parasitic infections, how they affect the human body, and how to treat them. Once the player determines that the patient is infected with a virus (by use of diagnose illness) he may use this skill to treat the patient. Requirements: Biology 4

Perform: The skill of trained acting, singing, miming, etc (dance and musical instrument are separate skills). At 4 or more ranks the player can make money performing at weddings or small clubs. At 6 or more ranks the player is considered a professional and may have lucrative contracts and fans. Performers with 9 ranks or more are of “star” caliber, have a large number of fans, and may be recognized on the street. Nekkei Basara and Sheryl Nome have 11 ranks, be envious.

Personal Grooming: This is the skill of knowing proper grooming, hair styling, etc., to maximize your physical attractiveness. Use of this skill allows players to increase their attractiveness, and thus their chances of successful relationships or persuasions. A basically good-looking person might have 2 in this skill. A fashion model might have 5 or 6 ranks. At 8 or more ranks, the character could be a major fashion model, film star, or trendsetter.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At 3 ranks, you can win most debates or convince your girlfriend that the blond you were with was your sister. At 5 ranks you are a smooth talker of professional caliber. Ronald Reagan has 7 ranks while Adolf Hitler had 9 or more.

Pharmaceuticals: The skill of designing and manufacturing drugs and medicines. At 4 ranks you can make aspirin. At 6 ranks you can make hallucinogenics or antibiotics. At 9 ranks you can create designer drugs tailored to individual body chemistries. Requirements: Mathematics 4, Chemistry 5

Photography & Film: The skill of producing professional-caliber photographs and motion pictures. At 2 ranks you can make decent home movies. At 4 ranks you can win amateur contests. At 6 ranks you can produce work of the level of the average Playboy cover or rock video. At 8 ranks you are possibly nationally renown for your work.

Physics: The ability to calculate physical principles such as gas pressures, mechanical energies, etc. Requirements: Mathematics 4

Pick Pockets: This is the skill of shoplifting small items and taking things from another person’s pocket without being noticed.

Pilot: This skill is used for operating any type of flying vehicles. At 1 rank you can take off and land in good weather conditions. At 3 ranks you are a trained pilot, able to engage in most combat situations or bad weather. At 6 ranks you are a veteran pilot, able to handle yourself in almost any situation, including aerobatic maneuvers. At 9 or more ranks, you are so good you have a reputation and are widely known among the piloting fraternity for having “the right stuff”. This skill must be selected for each type of vehicle to be piloted. Note that having Pilot: Fixed Wing will allow a person to fly a VF in fighter configuration (and gerwalk at -3), but can not pilot it in battroid configuration.
Dirigible Vectored Thrust

Gyro	Fixed Wing
Spaceshuttle	Hovercraft

Play Instrument: This is the skill of using musical instruments. Each instrument requires a separate skill, although this skill is broad enough to count similar instruments together (such as guitars include all styles of guitar). At 4 ranks you can get professional "gigs" at local clubs. At 8 ranks you gain some professional acclaim, possibly with recording contracts. At 10 ranks you are widely acclaimed, have lots of Grammy Awards, and regularly jam with Alice Holiday.

Radio Communications: This skill includes the use of personal radio devices as well as large-scale fleet radio communications networks. Also, this skill is used for hyperspace communications. At 2 ranks you know how to use most style of walkie-talkies and personal communications devices. At 5 ranks you can run a small radio network with little difficulty. At 8 ranks you can keep an entire fleet or continent in constant communication.

Ranged Powers: This skill is used primarily for Protodeviln as an equivalent "weapons" skill for their energy blasts.

Reflector Systems: This skill is used for all types of PPB systems on capital ships. This skill represents a "parry" roll with the PBS. At 5 ranks you are qualified to serve as a regular PBS operator aboard most capital ships.

Relicology: This is the study of ancient artifacts left by long dead civilizations. While anthropology studies the people and archaeology studies the ruins, relicology studies the items they used.

Religion: This is the knowledge of various main religions and their practices, as well as minor cults and "fringe" religions.

Research: The skill of using databases, kiosks, libraries and other compiled information sources to find facts. With 2 ranks you can use most simple databases. At 6 ranks you can easily access the Library Congress. At 9 ranks you can comprehend almost any public database and find very obscure facts.

Resist Torture/Drugs: Characters with this skill are toughened against interrogation, torture and mind control drugs. A successful skill check will increase the difficulty of any interrogation attempts made by another party.

Riding: This is the skill of riding horses, camels and other beasts. At 2 ranks you can ride a tame animal with a gentle nature. At 5 ranks you can usually win horse shows and do relatively hard stunts. At 8 ranks you can ride bareback easily. At 10 ranks you are stuck to an animal like glue even while riding bareback, naked, and covered in grease.

Rifle & Shotgun: This is the skill for using all types of shotguns and other long-barrel guns.

Seduction: The skill of forming and maintaining romantic relationships (this includes your abilities as a lover). This skill may be used to determine whether or not players can form relationships with other NPCs and the intensity of these relationships. The GM may wish to average this skill with the character's Attractiveness for a more realistic outcome.

Sewing: This skill allows one to repair, design and make clothing. At 2 ranks you can mend a hem or sew a patch on some jeans. At 5 ranks you can follow patterns and make your own clothes from that. At 8 ranks you design your own clothes from scratch.

SCUBA: This skill grants knowledge of how to use scuba gear, properly mix air tanks, and how deep various dive equipment is rated. Also, the player is a skilled diver and can make extended dives with the proper gear. Requirements: Swimming 4

Shadow/Track: The skill of shadowing and following people. This skill is primarily used in urban settings rather than in the wilderness; tracking in the wilderness falls under the survival skill.

Shiphandling: This is the skill of piloting watercraft including sailboats, yachts and canoes/kayaks, submarines, AEGIS cruisers and aircraft carriers (each group requiring a separate skill). This skill requires at least 4 ranks of navigation if you wish to do more than go fishing on a calm lake.
Sailing Ships Oared Ships
Submersibles Large Scale Ships

Ship Weaponry: This skill is needed to fire capital ship weapons such as particle beam cannons, heavy lasers, torpedoes and missile phalanxes. At 5 ranks you are qualified to serve as a regular weapons officer aboard most capital ships.

Slight of Hand: This skill includes many parlor tricks involving quick movements of the hands as well as distracting the eyes of others away from what you are really doing. Having 6 or more ranks of this skill gives a +2 bonus to pick pockets.

Skiing: This covers both cross-country and downhill skiing in snow.

Sniper: This skill grants knowledge of how to properly setup a site, correct for wind and distance, and knowing the best place to shoot the target for a clean kill. This skill grants a +2 bonus to hit when using a sniper rifle when you have sufficient time to prepare for the shot; DV variable depending on the situation.
Requirements: Rifle & Shotgun 5

Social: The ability to deal with social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the traveling vacuum salesman. At 2 ranks you will get by at any fine restaurant or social function. At 5 ranks you can lunch with the president with aplomb. No social situation will faze you, no matter what. At 8 or more ranks you can lecture Emily Post on what's proper.

Starship Operation: This skill is required for controlling capital ships larger than a shuttlecraft. This skill is used for "piloting" battleships, carriers, scout ships and so forth.
Requirements: Astro-Navigation 4

Stealth: The skill of hiding in shadows, moving silently, evading guards, etc. At 1 rank you are the equivalent of a sneaky 10-year-old stealing cookies. At 3 ranks you can get past most guards, or your parents if you've been grounded. At 6 ranks you are good enough to slip smoothly from shadow to shadow and not make any noise. At 8 ranks you are the equal of most ninja. At 10 ranks you move as silently as a shadow, making ninja sound like elephants.

Stock Market: The ability to play the stock market, engage in routine stock transactions and manipulate stocks profitably. At 2 ranks you know enough to invest in junk bonds and lose your shirt. At 6 ranks your investments pay off 75% of the time. At 9 ranks you are a major heavy on the Market, routinely dabble in international stocks, and can write learned articles on the subject of investment.

Strategy: Where the tactics skill is used for coordinating small battles, the strategy skill is used for large-scale warfare. Coordinating entire fleets or armies requires a broader scope of knowledge and experience than just small firefights.

Streetwise: The knowledge of the "seamy" side of life – where to get illegal and contraband items, how to talk to the criminal element, and avoiding bad situations in bad neighborhoods. At 2 ranks you can get "hot" items, score drugs, etc. At 5 ranks you could arrange a murder contract, know a few mobsters who might owe you favors, and be able to call upon muscle when you need it. At 8 or more ranks, you could become a major crime lord yourself and skip the middleman.

Strength Feat: The user of this skill has practiced the art of bending bars, crushing objects and other useful parlor tricks. At 2 ranks, you can crush cans, rip thin books in half, and bend thin rods. At 8 ranks you can rip phonebooks in half, bend thin rebar, and snap handcuffs. At 10 ranks you can bend prison bars, rip up the Gutenberg Bible and dent car fenders with your bare hands.

Surveillance: This skill includes the use of spy cameras, fiber optic cameras, phone taps, tracing calls, and so forth.

System Knowledge: Basic knowledge of the internet or Galaxy Network, its lore and history, as well as knowledge of the important computer systems with their strengths and weaknesses as well as the structure of most computer intranet style networks. At 2 ranks you can generally navigate around the Galaxy Network and know where all the local places are. At 6 ranks you know the locations of most places on the Net, and have a working understanding of its largest and most well known systems. At 9 ranks you know the entire Net like the back of your hand, know the general layouts of the important systems node, and are aware of the layouts of the rest of them.

Systems Operations: This skill grants knowledge of starship systems and how to use them. At 5 ranks you are qualified to serve on the bridge of a UN Spacy vessel.

Swimming: This skill is required to be able to swim better than dog paddling. Without this skill most characters should stay out of water deeper than 2/3 of their height.

Tactics: This is the skill of devising and implementing tactical plans for small-scale combat and countering the plans of others. At 2 ranks you can complete Romance of the Three Kingdoms with little difficulty. At 6 ranks you are known as a capable and efficient tactician. At 9 ranks military leaders come to you for advice.

Teaching: The skill of imparting knowledge to others. Players may not teach any skill unless they have a higher skill level than the student. At 3 ranks you can professionally teach high school classes. At 6 ranks you know enough to be a college professor if you wanted. At 9 ranks you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as major references, and you might have a show on TV on the equivalent of the PBS channel.

Trading: This skill covers the buying and selling of goods as well as haggling.

Use Power: This skill covers the use of a single method of a psionic power. As psionics are not native to Macross, this skill only sees use in Southern Cross and Robotech.

Ventriloquism: The art of projecting your voice. At 4 ranks you can perform at children's parties. At 7 ranks you can perform professionally.

Wardrobe & Style: The skill of knowing what clothes to wear, when to wear them, and how to look cool even in a spacesuit. With 2 ranks of this skill, the character is good at picking clothes off the rack. At 6 ranks, your friends ask you for wardrobe tips and you never buy clothes off the rack. At 8 or more ranks, you are one of those people whose personal style influences major fashion trends.

Weaponsmith: The skill of maintaining, modifying and building weapons of all types (not including mecha or ship weapons). At 2 ranks you can do repairs and field stripping. At 6 ranks you can repair all types of weapons and make simple modifications. At 8 ranks you can design your own weapons to order. Rally Vincent has 11 ranks, don't piss her off.

Wilderness Survival: The required skill for knowing how to survive in the wild. Knowledge includes how to set traps, forage for wood, track tame, build shelters, make fires, etc. The average Boy Scout has 3 ranks. A Special Forces troop has 6 ranks. Grizzly Adams would have 9 or 10 ranks.

Wrestling: This includes school level wrestling, Greco-Roman wrestling and of course, professional wrestling. This skill may be used in place of other combat skills while grappling.

Zero-G Maneuvering: This skill is required for effective movement in a weightless or near 0G environment such as during EVA. Players with some type of vernier system gain a +2 on their skill check. This skill is not used while piloting any type of mecha or vehicle.

Zoology: Knowledge of life forms, biological processes and their relation to the environment. At 2 ranks you know most common animals. At 5 ranks you know not only about well-known animals, but also about many exotics and endangered species. At 8 ranks you are knowledgeable on almost all animals, know their habitats well, and have a +1 bonus on wilderness survival checks to hunt (you know where the animals are).

Perks, Talents and Complications

This section includes benefits and hindrances that characters can purchase. Some of them have multiple ranks that can be increased, while others are a single rank ability. The GM may wish to restrict the number of points that can be gained from complications to 20 or less to prevent munchkins and also to prevent a character from becoming unplayable from too many complications. Detailed information on ranks and such will be found in the appropriate sourcebooks. All talents, perks and complications are subject to GM approval (so don't build your character based on them).

Talents

Talents cost 3 OP each and some can be increased in rank by paying an additional 3 OP per rank. Talents with multiple ranks have a maximum of ten ranks unless specified otherwise. Talents represent natural, but uncommon, abilities that a character might have.

Ace Pilot – You qualify as an ace pilot. Once per round you may spend a luck point to reroll a piloting roll. Players must have the GM's permission to purchase this talent at character creation. (See Sourcebook One on qualifying as an ace pilot.)

Acute Senses – One of your five senses is particularly acute, granting you a +3 bonus on awareness checks. Each time you select this you gain an additional acute sense. The bonuses don't stack, and only apply to checks with that sense.

Ambidexterity – You can use tools and weapons with either hand at no penalty (normally –3 penalty with off hand).

Animal Empathy – Animals naturally like you, and they will naturally gravitate towards you. They won't do as you tell them to do usually unless you make effort to bond with them. You gain a +3 bonus on all rolls involving interaction with animals.

Animated Hair – There are some types of Zentraedi whose parts of their heads move on their own, and some types whose hair moves like antennae. You have inherited these genes, and you can move your hair as if it were another limb. While this has little effect with short hair (other than party tricks), particularly long hair can be used as a weak prehensile limb (STR 1). You must have at least ¼ Zentraedi blood to take this ability.

Beautiful/Handsome – You are extremely attractive. For each rank you take in this talent, you gain a +1 bonus on the following skills: personal grooming, wardrobe & style, perform, and seduction. This talent can also be labeled as Cute, Sexy or Bishonen.

Blind Reaction – You can counterattack in unarmed/melee combat with no penalty even if you cannot see or hear your opponent (normally –5 to hit).

Combat Sense – You are well trained in fighting, granting you a +1 to initiative checks per rank in this talent. The GM may restrict this to professional soldiers only.

Common Sense – You always look before you leap. The GM must give you warning when you are about to do something stupid even if there are no perceptible clues present. He doesn't have to say what, merely saying "that might not be a good idea".

Direction Sense – You always know where magnetic north is, making it hard for you to get lost. You gain a +3 to navigation rolls while on a planet.

Double Jointed – You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your size and cannot be restrained with ropes or cords unless the person binding you decides to mummy wrap you.

Eidetic Memory – You remember everything you have witnessed. The GM may call for an Intelligence roll for particularly obscure memories.

Genius – Choose a single skill. For every rank of this talent you possess, you gain a +1 bonus to skill rolls using that skill. This talent can be purchased for multiple skills individually. This is a bonus, and does not raise the character's skill it is applied to (he cannot do things beyond his skill, but he does what he can quite well). This talent has a maximum of five ranks.

High Pain Threshold – Your STUN is increased by 3 for every rank of this talent you possess.

Immunity – You are immune to a specific poison or disease (excluding radiation sickness). Each time you buy this you gain another immunity.

Intuition – You may make an awareness check even if there are no apparent clues visible in order to gain some sort of insight into a situation.

Lightning Calculator – You can do complex mathematical operations in your head without using any aids. This grants a +3 bonus to all mathematics rolls, and a +1 bonus on scientific skill checks using mathematics.

Light Sleeper – You wake instantly from even the lightest touch or smallest sound (no awareness check needed).

Longevity – No matter your actual age, you will never look older than half your age.

Martial Artist – This is an optional talent that may be required in order to learn the martial arts skill.

Night Vision – You can see in all but absolute darkness.

Perfect Pitch – You always know if something is in tune, and gain a +3 on all sing and play instrument checks.

Protoculture Gene – You are descended from those the Protoculture altered 10,000 years ago on the island of Mayan. By spending one minute in ritual song or chant, you can activate and use the relics left there. (Requires GM permission.)

Rapid Healing – You recover as if your REC stat were 3 ranks higher.

Resistance – You are resistant to a type of drug. The effects can be ignored each round if you make a BOD check at Diff 15.

Speed Reading – You can read the equivalent of a 200-page book in 10 minutes. Reading a familiar text takes you approximately 3 seconds per page.

Time Sense – You always know what time it is, and always know how long has elapsed since the last time you checked.

Toughness – Each rank of this increases your BTM by one. Maximum of five ranks.

V-Type Native – Your mother had the V-Type infection while pregnant. This allows you to emit faint fold waves with your voice, attracting the attention of the Vajra and allowing communication with them. V-Type infection is not known until the 2040's. This explicitly requires the GM's permission, as the character could call a Vajra fleet down on the characters.

Perks

All perks are multiple level benefits that have varying costs per rank depending on the perk in question. Perks symbolize socially recognized benefits that become valueless without other people to acknowledge or influence. Unless specified otherwise, all character templates may purchase perks.

Contacts 1 OP per rank

The character knows someone who can (and typically will) help him through money, power or sheer skill. A 3 point contact might be a mercenary who will help in occasional fights, while a 6 point contact might be a local crime lord, and a 9 point contact might be a high ranking officer in the UN government. The value of a contact is subjective – a high school student might not seem like a lot, but a high school student who's willing to die for you is.

Favor 0.5 CP per rank

A favor is a one-use contact. The difference is that the person owing you the favor *must* do what is in their capability if it is appropriate. For instance, a mechanic might be willing to do an upgrade on your mecha "off the books", while someone in the government can probably get that law suit against you thrown out.

License 1 OP per rank

Licenses must be purchased individually, and are not cumulative. If a player wishes his character to be licensed to kill (10 OP) and also wishes for concealed weapon permit (5 OP), he must buy both separately.

Level 1 – Minor License*, Passport, Civilian Valkyrie Pilot License
Level 2 – Military Valkyrie or Destroid Certification
Level 3 – Sell legal firearms License, Legal weapon permit
Level 4 – Pilot License (spacecraft or naval), Class II weapons License
Level 5 – Private Investigator License, Concealed weapon permit
Level 6 – Class III weapons License, Medical License
Level 7 – Bounty Hunter License
Level 8 – Class IV weapons License
Level 9 – SSS License
Level 10 – Licensed to kill

* Minor licenses include: driver's license, fishing or hunting license, park permit, and any other relatively negligible licenses.

Membership

Characters automatically have Rank 1 Membership to whatever organization their template is associated with. Higher rank members have more influence within their organization. For instance, a non-military person with UN Government rank 1 is likely a janitor, while having UN Government rank 10 might make her the Chief Commander's personal secretary.

Individual or small company	0.5 OP per rank
Gang	0.5 OP per rank
Typical size company	1 OP per rank
Normal police	1.5 OP per rank
Criminal group (black market)	2 OP per rank
Galaxy Patrol	2 OP per rank
Large company (Shinsei Industry)	2 OP per rank
Anti-UN group	2.5 OP per rank
UN Military	3 OP per rank
UN Government	4 OP per rank

Rank

Characters may not have above Rank 5 without GM permission. Mercenaries and Anti-UN use rank structure similar to the UN Army. Each rank structure and title is detailed out in the appropriate sourcebook and section. You can have Membership without Rank, but you can't have Rank without Membership.

UN Government	4 OP
Mercenary/Anti-UN	2 OP
Police	3 OP
Galaxy Patrol	3 OP

Wealth 3 OP per rank

Level 0 – No extra income.
Level 1 – Lower Middle Class, 500 credits per month
Level 2 – Middle Class, 600 credits per month
Level 3 – Upper Middle Class, 750 credits per month
Level 4 – Upper Class, 900 credits per month
Level 5 – Wealthy, 1200 credits per month
Level 6 – Highly Wealthy, 1600 credits per month
Level 7 – Very Wealthy, 2300 credits per month
Level 8 – Extremely Wealthy, 3000 credits per month
Level 9 – Filthy Rich, 4000 credits per month
Level 10 – Kingly, 6500 credits per month

Complications

Complications are personal or social defects that inhibit a character in some manner. This includes all types of mental dysfunction, physical problems, and social infractions. The OP gained back varies depending on how severe the problem is, and will be shown in parenthesis ( ). Unless specified by the GM, you may not take more than 30 points of complications.

Psychological

Absent Minded – You forget things easily. You forget: generally known facts (5), family and friends (10) or sometimes even your own identity (15). You must make an INT check at a difficulty of the OP to remember stuff.

Bipolar – You are manic/depressive. Each day there is a 33%/34%/33% chance of being manic, normal or depressed (+1 all rolls if manic, -2 all rolls if depressed). If you have regular access to medications to control this condition, it is only worth half the points. (10)

Culture Shock – This is only available to Zentraedi who have never witnessed any signs of culture or have recently been introduced to culture and simply cannot tolerate it. Until they become accustomed to dealing with culture, Zentran and Meltran who see evidence of culture (kissing or any display of men and women together, music, art, etc) will be shocked and unable to take any action for 1 round, and then suffer a -3 penalty on all checks for 1d10 rounds as their minds try to shut out the cultural contamination. This may be bought off at the full cost after the character has been immersed in culture for long enough; GM's discretion. (10)

Delusional – You hear voices, see things, or believe you are someone far more powerful than you really are. You will risk: ostracism or embarrassment (5), hospitalization, bodily harm or financial/social ruin (10), life and limb (15). This will impose a situational penalty as needed by the GM when your delusions are particularly bad.

Manchurian Candidate – You have been mentally conditioned or brainwashed to behave in a certain manner or to fulfill hidden commands when exposed to a trigger code. This complication mostly applies to Zentraedi under the control of the Protoculture. You are: mentally conditioned to a set behavior pattern (5), carrying regressed commands that will be triggered by a key phrase, sound or visual pattern (10), mentally dominated through hypnosis, implants and/or other methods; not recommended for PCs (15).

Masochism – You may hate yourself and wish harm, or you may simply enjoy the sensation of pain. You will seek: verbal abuse (5), minor physical abuse (10), major physical abuse (15), life threatening abuse (20). You must make a COOL roll at a difficulty of the OP to back down from the source of your pain when in danger of serious or lasting injury.

Phobia – You are irrationally afraid of some fairly common thing or situation such as being alone, spiders, heights, or the like. While subject to your phobia, you suffer a penalty to all rolls equal to the OP of the severity. You react to your phobia by: discomfort (5), paralyzing fear (10), berserk terror / fox frenzy (15), regress into a catatonic state (20).

Paranoia – You believe that an individual or organization is out to harm or kill you. You react to this paranoia with: irrational ranting (5), compulsive effort to defend yourself against them (10), risk incarceration, bodily harm or social/financial ruin to stop them (15), risk life and limb to escape their grasp (20)

Split Personality – You have two or more separate personalities, which may or may not be aware of each other. The GM controls any additional personalities. Alternate personalities: like you and won't do any lasting harm to you (5), are neutral to you and doesn't care too much (10), are hostile to you (15), either hates you or takes actions that are potentially dangerous to you (20).

Personality

Airhead – You are naturally spacy. In general, you: misplace or forget trivial/minor things (5), misplace or forget important things (10), misplace or forget major things (15), you are dangerously oblivious to almost everything and don't get to make Awareness rolls unless someone prods you (20).

Bad Temper – This also includes being short fused or naturally aggressive; common with Zentraedi. When your temper flares: you will risk embarrassment or financial loss (5), you will risk incarceration, bodily harm or financial/social ruin (10), you will risk life and limb (15)

Berserker – Far beyond the range of simple bad temper, you fight with mindless rage. You will rabidly: attack whatever set you off (5), attack anyone within range except close friends and family (10), attack anyone in range (15), attack anyone in range and won't stop until knocked unconscious or killed (20)

Coward – You are a big chicken, especially in combat. When faced with danger: you tremble at anything you perceive as an enemy (5), you freeze up and can't react (10), you will run away as fast as possible (15)

Obsessed – You are unnaturally preoccupied with a person, object or subject. You will: talk about it all the time and will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)

Shy – You hate dealing with others, and can't stand large groups of strangers. You: refuse to speak to new people (5), avoid all interactions with people (10), will physically remove yourself from situations involving new people (15)

Stubborn – You hate to give in. To prove you are right: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)

Unlucky – Things never go your way and you have constant disasters. You suffer: inconvenient misfortunes (5), costly or dangerous misfortunes (10), very costly or dangerous misfortunes (15), life threatening misfortunes (20)

Physiological

Age – You are either unusually young or old for your profession. You are: very young/old; reduce STR, BOD, MA, REF, DEX and ATTR by 2 (10), extremely young/old; reduce STR, BOD, MA, REF, DEX and ATTR by 3 (15); You must have at least a 1 in each affected stat.

Dyslexic – You see letters and numbers transposed. You: can read, but takes twice as long (5), cannot read or write (10)

Epilepsy – You fall into convulsive fits that incapacitate you, triggered by stress or certain patterns of light. This happens: infrequently (5), frequently (10), very frequently (15)

Macronization Anomaly* – Due to genetic aberration, your appearance differs between micron and macron size; normally you are identical, just a different height. At (5) points the change is minor, while at (10) points you have major differences. An example is Klan Klein, who has a very robust build as a macron but looks like child as a micron.

Macronization Sickness* – A small percentage of humans and Zentraedi have a genetic flaw that will cause extensive health problems after 2-3 size alterations. After this

problem was identified, most people are screened for it in their teens. Humans get (5) points, while Zentraedi get (10) because it is more of a social stigma among other Zentraedi.
Missing Limb – You are missing: 1-4 fingers/toes (5), a hand/foot (10), an arm/leg (15)
Reduced Hearing – You are hard of hearing. To make an Awareness check involving sound, you need: to roll 4 higher than the difficulty (5), a hearing aid (10), new ears because you are totally deaf (15)
Reduced Mobility – You have trouble getting around. Your movement is: reduced by ¼ (5), reduced by ½ (10), reduced to MA 1 as you drag yourself on the ground (15), reduced to 0 since you are a total paraplegic (20)
Reduced Sight – You have trouble seeing. You are: color blind or need glasses to see more than 10m or less than 1m (5), need glasses to see more than a meter or so (10), nearly blind or missing an eye (15), blind (20)
Vocal Impairment – Your voice is somehow damaged. When you speak, you can: whisper, stammer or stutter (5), can make noises, but cannot talk (10), you can't speak (15)
Vulnerable – You are harmed by something that most people aren't, or take extra damage from something that does hurt people. This can be a severe allergy to bee stings or a certain food dye, or maybe you're a bleeder. You are vulnerable to something that is: uncommon (5), common (10), everyday substance (15). Consult with your GM to determine how you are affected.
V-Type Infection* – You have contracted V-Type infection. This is suppressed with daily medication (5), progressed beyond medicine (10), or has reached terminal status (20). V-Type infection is unknown until 2048.
* GMs may restrict taking these flaws, as they may never actually play part of most campaigns.

<u>Social</u>
Bad Reputation – Everyone "knows" of you, or has heard a story or two even if they aren't true. You are: frequently recognized (5) or always recognized (10); once "recognized" you suffer a -3 penalty to social rolls with the person.
Distinctive Features – You stand out and are noticed in any crowd. Your features are: easily concealed (5), concealable with the Disguise skill (10), not concealable (15)
Minor – You are underage. While the "legal" age may vary by location, most consider 17-18 to be an adult. Minors may not join the military, buy alcohol or vote. This is worth (5).
Outsider – You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: from a distant place (5), from a very distant place (10), never before seen in these parts (15)
Personal Habits – You have some habit that offends others and drives them away from you. People find you: annoying (5), disgusting (10), horrible (15)
Poverty – You are poor, and have a harder time coming by money than other people. You cannot also have the Wealth Perk. You are: poor, with just enough to have a 1 room apartment and meager food (5), dead broke and on the street with barely enough to eat (10), in debt with other actively seeking to collect what little they can (15)

Public Figure – You are often in the limelight and can't do much without drawing attention from the Paparazzi. You are: newsworthy and your actions rate an article if a reporter is nearby (5), frequently making headlines and people always notice you on the street (10), constantly being followed by reporters everywhere you go (15)
Secret Identity – You are trying to cover your activities under an alternate identity. Perhaps you are a spy or fugitive. You are currently: living a normal life (5), being bothered by an individual trying to uncover the truth (10), being bothered by a large group or agency trying to uncover the truth (15)

Enemies
Add the Capabilities and Extent OP then divide by 5 if the character is only being watched, divide by 2 if they are only to be captured and imprisoned, or leave as is if they are to be killed on the spot.
Capabilities – The group is: less powerful than you (5), equal power (10), more powerful (15), has access to top of the line hardware and weapons (20)
Extent – The group is limited to: a single town or area (5), a single country (10), worldwide (15), galactic (20)

Responsibilities
Code of Honor – These are personal rules you will not break, such as chivalry or bushido or even an oath to never suffer an insult without an answer in blood. To uphold your code: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)
Dependants – You are responsible for the well being of a person or persons. They are: roughly equivalent to you in ability (5), challenged or otherwise weaker than you (10), have special requirements or dangers associated with caring for them (15)
Sense of Duty – You will always do the "right thing", and follow a higher moral code towards those you feel responsible for. When attempting to do the "right thing": you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)
Vow – You have made a promise that you must keep, no matter what it is. To fulfill this promise: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)

Compulsive Behavior
Addiction/Dependence – You must have a particular substance or situation or you will suffer sever mental or physical duress. This substance is: common (5), uncommon (10), rare (15), very rare (20)
Honesty – You always tell the truth, even if it hurts. To be completely honest: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)
Impulsiveness – You just can't help yourself and will always jump into a situation without thinking. On a whim: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)

Intolerance – You are bigoted and intolerant of another social group or race. You will be: civil but distant (5), verbally abusive (10), violently abusive (15), abusive even at risk of life and limb (20)
Jealousy – You are jealous about one of your skills, appearance, or some other trait that you must constantly prove superior to everyone else. You will be: obsessed and watchful (5), confrontational and accusatory (10), violent (15)
Kleptomania – You steal things compulsively, but can't help it. To steal things: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)
Lechery – You are a pervert, and can't resist groping someone you find attractive, or at least leering and making lewd comments. To fulfill your lust: you will risk embarrassment or financial loss (5), risk incarceration, bodily harm or financial/social ruin (10), risk life and limb (15)

Life Path

This part is optional, but useful particularly to those not familiar with the background of Macross. It is also useful for giving major NPCs a little depth.

First you roll on Table A: Family Origins, which leads through a variable path. Then you roll on Tables F (friends), G (enemies) and H (romance). Results that obviously make no sense should be rerolled unless you want to make up a really good story for the contradiction.

Table A: Family Origins

1d10	Your family is..
1	Native terrans dating back to before Space War I. They survived on the Macross.
2	Repopulated terrans who helped rebuild after Space War I.
3	Cloned in the attempts to repopulate the devastated earth.
4	Military. Most of your family is in the military, and you were likely born on a military ship.
5	Early colonist. Your family is from an established colony such as Eden.
6	Late colonist. Your family is on a recently colonized planet and is working to make it nice.
7	Spacer family. Your family is on a colony fleet looking for a new home.
8	Second generation peace children. You are ¼ Zentran or Meltrandi.
9	First generation peace children. You are ½ Zentran or Meltrandi.
10	Alien. You are a full blood Zentraedi or Zolan.

Table A2: Family Situation

1d10	How are they?
1-4	Something bad happened. Go to Table A3.
5-9	Parents are alive and well. Go to Table B.
10	Something is special about your parents. Go to Table A4.

Table A3: Parental Life

1d10	What happened to your parents?
1	They died in a war.
2	They died in an accident.
3	They were murdered.
4	They have amnesia and don't remember you.
5	You never knew them.
6	They are missing.
7	They are in hiding to protect you.

8	They defected to an opposing faction.
9	You were raised by relatives and don't know where your parents are.
10	You grew up on the streets.

Table A4: Parental Mysteries

1d10	Something doesn't add up.
1-2	Both parents are deep cover spies for an opposing faction. You don't know this.
3-4	Your parents were involved in a top secret project and are now on the run.
5-6	Your parents simply have nothing to do with you anymore. No explanation given.
7-8	Your parents vanished, leaving an empty house. You have no legal identity.
9-10	Your parents are deep cover spies working in an opposing faction. You might know this.

Table B: Family Standing

1d10	How is everyone else?
1-6	Family is doing good, even if parents are dead. Go to Table E
7-10	Family is in danger, and you risk losing it all. Go to Table C

Table C: Family Crisis

1d10	What is the problem? Go to Table D after.
1	Family lost all lands and assets through betrayal by a family member.
2	Family lost all lands and assets through bad management.
3	Family was exiled. You have to use an alias to return.
4	Family was imprisoned. You alone escaped.
5	Family up and vanished. You are the only one around now.
6	Family was murdered. You are the sole survivor.
7	Family lost everything in a bad gamble. They are all now homeless on the streets.
8	Family is being harassed, blackmailed or threatened by an unknown party.
9	Family was killed in a war.
10	Family was caught in an accident. Those who aren't crippled for life are dead.

Table D: Familial Goals

1d10	What are they going to do about it?
1-2	Work to clear their names.
3-4	Live it down and get on with life.
5-6	Hunt down the offenders and make them pay.
7-8	Get what is rightfully theirs.
9-10	If possible, save what is left of the family and rebuild.

Table E: Siblings

Roll 1d10: 1-7 is how many siblings you have, 8-10 means you are an only child.
Roll 1d10 for each: evens are girls, odds are boys (if one parent is full-blood Zentraedi, you and all of your siblings are the gender of that parent; if both are full-blood, roll as normal)
Roll 1d10 for each: 1-5 is younger, 8-9 is older, 10 is a twin/triplet/etc.

1d10	How do they feel about you?
1-2	They dislike you.
3-4	They like you.
5-6	They are neutral about you.
7-8	You are their hero.
9-10	You are their hated enemy.

Table F: Friends

You have 1d6 friends you made up this point.
Roll 1d10 for each: evens are girls, odds are boys

1d10	Who is your friend.
1-2	An old friend from school or training.
3-4	Someone you grew up with.
5	A teacher or mentor.
6	An ex-lover.
7	Like a younger sibling.
8	Like a foster parent.
9	Like an older sibling.
10	A partner or co-worker.

Table G: Enemies

While it is not likely you made a mortal enemy by your late teens, it is possible.
Roll 1d10: on a 10 you have an enemy

1d10	Who is your foe?
1-4	An old friend.
5	A relative.
6	A government official.
7	A total stranger.
8	An ex-lover.
9-10	A member of an opposing faction.

1d10	This hatred started when..
1	..he caused the death of a loved one.
2	..you caused the death of a loved one.
3	..one caused the other major humiliation.
4	..one caused the other a physical debility.
5	..one deserted or betrayed the other.
6	..one caused the exile or imprisonment of the other.
7	..you were romantic rivals.
8	..one foiled the plans of the other.
9-10	It's a mystery to you. The GM rolls and keeps it secret.

1d10	Who hates the other?
1-4	They hate you.
5-7	You hate them.
8-10	Mutual hatred.

1d10	When encountered, what will the injured party do?
1-2	Go into a rage and try to kill the other.
3-4	Try to avoid the other person.
5-6	Indirectly cause problems and try to get revenge.
7-8	Ignore the other as beneath their notice.
9-10	Resort to verbal assaults and psychological attacks.

Table H: Romantic Involvement

1d10	What happened?
1-3	You are involved. Go to Table H1.

4-7	You are not involved. Go to Table H2.
8-10	You are recovering from your last one. Go to Table H3.

Table H1: Ah, Love..

1d10	You are happy, but love is rarely perfect.
1	Their family or friends hate you.
2	Your family or friends hate them.
3	One of you has a romantic rival.
4	You are currently separated in some way.
5	You fight a lot, but making up is great.
6	One of you is insanely jealous.
7	You think your lover is cheating on you.
8-10	Everything is going smooth.. for now.

Table H2: On the prowl

1d10	No one special yet, but maybe you can fix that.
1-2	You will date anything that catches your interest.
3-4	You are holding out for a hero.
5-6	You just don't have time right now.
7-8	You don't want anything serious right now.
9-10	Sex? Romance? What is that?

Table H3: Recovery

1d10	Your happiness was cruelly ripped away.
1	They were killed in a military accident.
2	They were killed in an accident.
3	They vanished without a trace.
4	They died in a suspicious accident.
5	They left you with no explanation, only a warning not to see them again.
6	They were kidnapped or imprisoned.
7	They committed suicide or went insane.
8	Society kept you apart.
9	They defected to an opposing faction.
10	A rival cut you out of the action.

Sample Character

Name: Minami Ishikawa
Player: Emily
Race: Human
Gender: Female
Height: 162.56 cm
Weight: 52.16 kg
Birthplace: Eden
D.O.B.: 2031-01-01
Age: 19
Hair: Brown
Eyes: Green
Occupation: UN Spacy Bridge Officer [Operations Officer]
Rank: Lieutenant Commander [O-2]
Assignment: CV-687 Normandy

Stats: INT 7, COOL 7, TECH 7, PRE 6, EMP 4, ATTR 7, MA 4, BOD 3, AGIL 5, STR 2, EDU 5, LUCK 6

Secondary: END 30, HUM 40, Run 12m, Leap 0.75m, Anime Leap 3m, Swim 3m, BTM -1, REC 5, RES 21, STUN 15, HITS (head 5, torso 10, limbs 7 each), Lift 40 kg, Throw 12m, DMG -1, EV 2.
Skills: Automatic Weapons 2, Hand-to-Hand 2, Handgun 2, Military Etiquette 5, Athletics 2, Dodge & Evade 2, Authority 5, Wardrobe & Style 2, Personal Grooming 4, Tactics 5, Computer Operation 5, Radio Communication 5, Mathematics 5, Ship Weaponry 5, Concentration 5, Awareness/Notice 5, Basic Tech 3, Driving 3, Seduction (ATTR) 3, Social 4, Dance 3, Computer Programming 3, Expert: Fire Bomber 2
Perks/Talents: Acute Sense: Sight, Beautiful 2, Eidetic Memory, Time Sense, License 1 (driver), Wealth 2, Contact 6 (UN command staff), Rank (UN Spacy) 2
Complication: Obsession 5 (Fire Bomber memorabilia)
Equipment: 3 duty uniforms, 2 dress uniforms, Heckler & Koch PD8 semi-automatic pistol, 2 extra ammunition clips, ID card with security and tracer, personal communication device, utility belt, PDA with tactical scenarios
Bonuses: +3 Awareness checks with sight, +2 skill checks (personal grooming, wardrobe & style, perform, and seduction)

The player, Emily, decides a character concept first, and settles on a bridge officer; specifically an operations officer. The various Macross anime portrays the bridge officers as being young women, so the player decides on a 19 year old human female. From here she can make up the "fluff" information such as height, weight, appearance and birthplace.

The second step, the player allots 60 points to the character's stats. Bridge officers focus on the mental attributes, so the player distributes them as follows: INT 7, COOL 7, TECH 5, PRE 6, EMP 4, ATTR 6, MA 4, BOD 3, AGIL 5, STR 2, EDU 5, LUCK 6. This shows that her character, Minami, is smart, capable and commands respect; however her low physical stats will be a liability if she is caught in a personal fight.

At the next step, she gets information from her template. Looking in the UN sourcebook, she knows Minami will automatically have 2 ranks in the following skills from basic training: Automatic Weapons, Hand-to-Hand, Military Etiquette, Athletics, Dodge & Evade, and her choice of Rifle & Shotgun or Handgun; she chooses Handgun. As a bridge officer, Minami must undergo officer training programs, and gains 2 ranks in the following skills: Authority, Wardrobe & Style, Personal Grooming, Tactics, Computer Operation and Radio Communications. As an operations officer, her template skills are Basic Tech, Computer Operation, Mathematics, Ship Weaponry or Reflector Systems, Concentration, Awareness/Notice and Tactics. Emily decides to go with a weaponry officer instead of being a pinpoint barrier gal (she likes firing the big guns). Emily has 40 points for her MOS skills or those she learned during basic or officer training. She settles on the following: Mathematics +5, Ship Weaponry +5, Concentration +5, Awareness/Notice +5, Computer Operation +3, Radio Communication +3, Tactics +3, Basic Tech +3, Authority +3, Military Etiquette +3 and Personal Grooming +2.

Next is Minami's "pick up" skills. She gets skill points equal to her EDU x3 for a total of 15 points. She decides Minami needs the following: Driving +3, Seduction [ATTR based] +3, Social +3, Dance +3 and Computer Programming +3. Minami needs to know how to drive to work, likes to go to the nightclubs to pick up dates, and knows a little bit about programming computers.

In the next step, Emily has 45 points to use for further customization. As an UNG personnel, Minami automatically has Rank 1. Minami is going to be from a middle class family, cute with a sharp mind, and always on time for her shift. Emily decides to spend 10 OP for +2 to TECH, 5 OP for +1 ATTR, 3 OP for Acute Sense: Sight, 6 OP for Beautiful 2, 3 OP for Eidetic Memory, 3 OP for Time Sense, 1 OP for a driver's license, 4 OP for +1 Rank, 6 OP for Wealth 2 and 6 OP for a Contact in the UN command staff.

This adds up to 47 OP, 2 more than she is allowed. Emily decides on a Complication: Obsession 5. Minami is a compulsive shopper for anything related to Fire Bomber. This gives her an additional 3 OP left over, which she uses to gain +1 in Social and +2 Expert: Fire Bomber.

Next Emily needs to calculate Minami's final secondary stats. She ends up with: END 30, HUM 40, Run 12m, Leap 0.75m, Anime Leap 3m, Swim 3m, BTM -1, REC 5, RES 21, STUN 15, HITS 30 or (head 3, torso 5, limbs 3 each), Lift 40 kg, Throw 12m, DMG -1, EV 2.

As a UN bridge officer, Minami starts with the following gear: 3 duty uniforms, 2 dress uniforms, Heckler & Koch PD8 semi-automatic pistol, 2 extra ammunition clips, ID card with security and tracer, personal communication device, utility belt, PDA with tactical scenarios. At Rank 2, she gets 600 credits

per month, and starts with 2 months' worth of pay (1200 credits). Her Wealth perk gives her an additional 600 credits for a total of 1800 credits to spend on her lifestyle.

Minami is ready to report for duty.

Sample Character 2

Name: Azalea
Player: Jeff
Race: Full-blooded Meltran
Gender: Female
Height: 167.64 cm
Weight: 55.16 kg
Birthplace: ZV-083 Athena
D.O.B.: 2046-06-13
Age: 4 (fully matured clone)
Hair: Green
Eyes: Blue
Occupation: VF Pilot
Rank: Corporal [E-3]
Assignment: CV-687 Normandy; SVF-097 Space Angels Squadron

Stats: INT 5, COOL 8, TECH 3, PRE 5, EMP 3, ATTR 6, MA 7, BOD 6, AGIL 12, STR 4, EDU 2, LUCK 7
Secondary: END 60, HUM 30, Run 21m, Leap 2.3m, Anime Leap 5.25m, BTM -2, REC 10, RES 24, STUN 30, HITS (head 6, torso 12, limbs 9 each), Lift 60 kg, Throw 20m, DMG +0, EV 4.
Skills: Automatic Weapons 2, Hand-to-Hand 5, Military Etiquette 4, Rifle & Shotgun 4, Athletics 5, Dodge & Evade 5, Mecha Pilot: Battle Pod 3, Mecha Pilot: Meltran Power Armor 5, Mecha Weaponry 5, Mecha Combat 5, Gymnastics 5, Radio Communication 3, Social 2, Computer Operation 2, Mecha Pilot: VF Series 5, Driving 2, Melee 3
Perks/Talents: Acute Sense: Sight, High Pain Threshold 1, Beautiful 2, Combat Sense 3, License 3 (driving, military VF), Rank 3, Membership (UN military) 1
Complication: Distinctive Features (10), Enemies (Inspection Army, Protodeviln)
Equipment: 3 duty uniforms, 1 dress uniform, Heckler & Koch PD8 semi-automatic pistol, 2 extra ammunition clips, ID card with security and tracer, personal communication device, utility belt, flight suit, 2 jumpsuits, helmet with HUD, VF-11C unit
Bonuses: +3 Awareness checks with sight, +3 Initiative, +2 skill checks (personal grooming, wardrobe & style, perform, and seduction)

The player, Jeff, decides a character concept first. He likes the concept of the Meltran ace pilots, and decides on a full-blooded Meltran that had been just recently absorbed into the UN within the last year or two and is facing some aspects of culture shock.

The second step, the player allots 60 points to the character's stats. Meltran ace pilots are highly capable: INT 4, COOL 8, TECH 3, PRE 4, EMP 3, ATTR 6, MA 4, BOD 6, AGIL 10, STR 4, EDU 2, LUCK 6. This is fairly typical for a Meltran. A full-blood Meltran gets +2 AGIL and +1 PRE and MA, raising AGIL to 12 and PRE and MA to 5 each.

At the next step, he gets information from her template. Looking in the Protoculture sourcebook, he sees that all Zentraedi troops get 2 ranks in: Automatic Weapon, Hand-to-Hand, Rifle & Shotgun, Military Etiquette, Athletics and Dodge & Evade. Ace pilots don't need officer training, so he moves on to her template skills of: Hand-to-Hand, Mecha Pilot: Battle Pod, Mecha Pilot: Meltran Power Armor, Mecha Weaponry, Mecha Combat, Dodge & Evade, Gymnastics and Radio Communications. He has the typical 40 OP to spend on skills. He distributes them as follows: Gymnastics +5, Mecha Combat +5, Mecha Pilot: Meltran Power Armor +5, Mecha Weaponry +5, Hand-to-Hand +3, Athletics +3, Dodge & Evade +3, Radio Communications +3, Mecha Pilot: Battle Pod +3, Military Etiquette +3 and Rifle & Shotgun +2.

Zentraedi suffer on "pick up" skills, only getting points equal to their EDU stat. Jeff spends Azalea's two points on Expert: Micronians +2 to represent Azalea's interest in micronians. Now he uses the standard 45 OP for customization. All full-blood Meltran automatically get Acute Sense: Sight for free. Furthermore, all "natural" Zentraedi have the following complications for no OP back: Distinctive Features (10), Enemies (Protoculture, Inspection Army, Protodeviln, Rival Fleets), Manchurian Candidate – do not interfere with Protoculture (5) and Culture Shock. The GM decides that Azalea has been around humans long enough to overcome her inborn programming and removes Manchurian Candidate, Culture Shock and Enemies (rival fleets and Protoculture). He spends his points on the following: 5 OP for Mecha Pilot: VF Series +5, 2 OP for Computer Operation +2, 2 OP for Social +2, 6 OP for Beautiful 2, 9 OP for Combat Sense 3, 3 OP for High Pain Threshold 1, 3 OP for License (driving, military VF), 10 OP for +2 MA, 12 OP for Rank 3, 3 OP for Membership (UN military) 1, Driving +2, Melee +3 and 5 OP for +1 LUCK. This adds up to 60 OP, 15 over his limit. He takes the following to balance Azalea's points: Berserker 5, Shy 5 and Outsider 5. Azalea is given a cold shoulder by her fellow VF pilots and tends to into a "battle rage" when fighting, plus she is still uncomfortable in non-military situations (which sometimes leads to outburst of anger).

Now to figure her secondary stats: END 60, HUM 30, Run 21m, Leap 2.3m, Anime Leap 5.25m, BTM -2, REC 10, RES 24, STUN 30, HITS 60 or (head 7, torso 13, limbs 10 each), Lift 60 kg, Throw 20m, DMG +0, EV 4.

Even though Azalea is a Meltran ace pilot, her affiliation is now UN Spacy, so her Rank 3 makes her a Corporal. Her starting equipment is as a VF pilot, since she can't use her Meltran gear while micronized. Azalea has Rank 3, so she gets 600 credits per month, and starts with 1200 in savings for other equipment.

If Azalea were to be macronized, she would adjust her stats as follows: STR 12, BOD 18, MA 21, inflict 1K damage bare-handed, HITS 450 or (head 60, torso 130, limbs 65 each), Height is 1,000.84 cm (10m), Weight is 6,895 kg (6.9 tons). Remember to re-calculate any secondary stats that use these adjusted primary stats except for Hits, which is already converted.

Chapter 4 – Equipment & Stuff

Or, "what kind of crap can my character buy". This lists all the common stuff available. Prices can vary up to +/- 25% depending on the area and the availability (for instance, fresh food and wooden furniture cost more on a space station, but will cost less on an agricultural colony).

Weapons

Range is in meters, and weight is in kg. Concealment is as follows: N (no), L (long coat), J (jacket), P (pocket). Class indicates what class of weapon license you need to legally own or carry such a weapon, and may vary from colony to colony.

Class 1 – handguns, most melee weapons
Class 2 – rifles, shotguns, bows & crossbows
Class 3 – machine pistols and sub-machine guns. Rarely available for civilians.
Class 4 – assault rifles, sniper rifles, rocket launchers, etc. Never available for civilians.

For firearms, assume a full reload of standard ammunition costs 5% of the weapon cost.

A person must have a STR score minimum equal to the dice of damage inflicted by the weapon to use that weapon properly. This represents the weight of a melee weapon, the pull of a bow, or the recoil of a firearm. Flamethrowers, sniper rifles, grenades and mines are not subject to this rule. For each point of STR they are lacking, they suffer a cumulative -3 penalty to WA. Weapons on a vehicle mount have no STR requirement. Bracing a firearm on a sturdy object (such as a bipod) increases the user's effective STR by 50%.

When a range is given, the first number is the combat range and the second is the maximum range.

Melee Weapons	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
Battle Axe	-1	2	2d10 AP	--	--	N	3.5	70	1
Boomerang	-1	Throw	1d6	--	--	L	0.6	48	--
Broadsword	+0	2	3d6 AP	--	--	N	3.0	84	1
Chainsaw	-1	2	4d6 AP*	*	--	N	4.0	54	--
Combat Knife	+0	1	1d6 AP	--	--	P	0.5	50	1
Dagger	+0	1	1d6/2 AP	--	--	P	0.3	18	1
Hand Taser	+0	1	**	10	--	J	1	210	1
Longsword	+1	2	2d6 AP	--	--	L	1.0	100	1
Mace	-1	2	3d6	--	--	J	3.0	60	1
Nunchaku / Tonfa	+0	2	1d10	--	--	J	0.75	105	--
Quarterstaff	+2	4	1d6	--	--	N	1.0	120	--
Rapier	+1	2	1d10 AP	--	--	L	0.75	75	1
Shortsword	+1	1	2d6 AP	--	--	L	0.75	120	1
Shuriken	+0	Throw	1d6/2 AP	1	--	P	0.2	20	1
Spear	+2	4	2d8 AP	--	--	N	1.0	110	1
Whip	-1	4	1d6/2	--	--	J	0.125	15	--

All melee weapons except for whip and taser have their damage adjusted by the user's STR modifier.

* A chainsaw has enough fuel/energy for 30 minutes of use. Chainsaws reduce armor to ¼ their normal SP.

** A taser forces a BOD check at DV 20 or be rendered unconscious for 2d6 minutes.

Archery Weapons	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
Bow	-1	12-72	2d6	1	1	N	1.0	64	1
Compound Bow	-1	20-200	3d6	1	1	N	0.7	304	1
Crossbow	+0	15-100	2d6 AP	1	1	N	1.0	90	1
Wrist Crossbow	-2	8-32	1d10	1	1	P	0.38	107	2

Bolts cost 20 credits for a case of 50. Arrows cost 30 credits for a quiver of 20. Bows can be made to take better advantage of higher strength, costing +100 credits per point of STR melee damage bonus to be used with the bow. Crossbows cannot take advantage of this option.

Handguns	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
HK .45cal Machine Pistol	+1	12-72	3d6	8	1	J	1.5	437	3
HK Semi Automatic Pistol	+1	15-100	2d6	15	1	J	1.0	310	1
Hideout Pistol	+0	10-50	1d10	4	1	P	0.75	96	2
Magnum Revolver	+2	16-310	4d6	6	1	J	2.0	1000	1

Automatic Weapons	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
HK MP-9 Semi Automatic	+1	20-200	2d6	50	5	L	2.0	945	3
AR-21 5.56mm Assault Rifle	+0	48-400	4d6	50	5	N	4.0	1155	4
.50cal Machine Gun	+0	32-500	5d6	50*	5	N	5.0	5040	4

* The machine gun may be belt-fed for greater ammunition capacity.

Rifles & Shotguns	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
Shotgun	+0	15-100	2d10	5	1	L	2.5	742	1
Combat Shotgun	+0	10-50	2d10	10	1	L	2.5	850	2
Auto Shotgun	+1	15-100	2d10	10	3	N	2.5	1040	3

Double Barrel Shotgun	+1	10-50	2d10 x2*	2	2*	N	2.5	286	1
Sniper Rifle	+2	32-500	5d6**	10	1	N	5.0	775	4

* Double-barreled shotguns have special rules. See the Combat section for more details.
** Sniper rifle only requires STR 3 to use.

Heavy Weapons	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
Anti-material Rifle	+1	150-450	10d6#	10	1	N	20.0	1825	4
Anti-mecha Missile	+1	1600	3K (7d10+5)	1	1	N	10.0	950	4
Flamethrower	+1	10-50	5d6	20	1	N	7.0	2125	4
Grenade Launcher	+0	20-200	5d6 6m*	6	1	N	5.5	2250	4**
Hand Grenade	+0	Throw	5d6 6m*	1	1	P	0.25	50	4**
Landmine	+0	--	5d6 10m	1	1	--	2.0	250	4
Mini Vulcan	-1	48-500	5d6	100	8	N	10.0	6336	4

* Both hand grenades and launched grenades also come in incendiary (1d6 damage to 6m radius, burns for 2d6 rounds) or in gas varieties (smoke: -2 all rolls, tear gas: -5 all rolls, knockout: BOD check DV 15 or knocked out for 3d4 minutes).
** Gas grenades are Class 2 for police and SWAT, as well as other law enforcement groups. Smoke grenades are Class 2 for anyone.
# Anti-material rifles only require a STR of 4 to use when braced on a bipod.

Energy Weapons	WA	Range	Damage	Shots	BV	Conceal	Weight	Cost	Class
Laser Pistol	+1	16-130	4d6	15	1	P	1.0	1500	4
Heavy Laser Pistol	+1	18-130	5d6	15	1	J	1.5	1600	4
Laser Rifle	+2	30-450	6d6	30	1	N	3.0	2750	4
Heavy Laser Rifle	+2	34-580	8d6	30	1	N	3.5	3500	4

Energy weapons are uncommon in Macross, typically only available to military special forces. Energy weapon clips cost 250 each; a recharging station costs 10,000.

Weapon Options

These options may be added to any firearm type weapon.

Laser Sight

This is a typical red, blue or green laser pointer attached to the gun. It grants a +1 WA bonus. Cost: 100 to 300 credits; Weight: 0.1 kg

Magazine Extension

This doubles the weapon's payload of ammunition, but increases the concealment class by one (J becomes L, etc) and increases the Class by 1. Cost: 10% of weapon cost; Weight: 20% of weapon weight

Optical Scope

Any number of high-grade telescopic sights that reduce the Maximum Range penalty to –2, but imposes a –2 penalty to Combat Range due to narrowed field of sight. Cost: 100 to 300 credits; Weight: 0.2 to 0.4 kg

Silencer

Requires an Average Awareness/Notice check to hear the shot. Does not work with shotguns, energy weapons or heavy weapons. Automatically increases the weapon Class to 4. Cost: 200 to 350 credits; Weight: 0.5 kg

Flash Suppressor

Requires an Average Awareness/Notice check to see the flash. Does not work with shotguns, energy weapons or heavy weapons. Automatically increases the weapon Class to 4. Cost: 300 to 450 credits; Weight: 0.5 kg

Smartgun

This can only be attached to military-use weapons. The smartgun option mounts a micro-targeting array and laser designator to the weapon, which feeds a visual display to a HUD or eyepiece with a crosshair targeting mark overlayed over the user's vision. Adds a +2 WA bonus and reduces the Maximum Range penalty to –3. Cost: 750 credits; Weight: 0.3 kg

Armor

Standard armor types used by the UN and other groups. If you need to create new armor, see the chart in Mekton Zeta on page 45.

Flak Vest

Flak ballistic mesh vest that covers the front and back torso, and the shoulders. A flak vest typically has 2-3 pockets as well as loops to attach most firearms. Comes in all camouflage patterns as well as army or unit specific colors.

SP 18, Weight 0.5 kg, 98 credits

Pilot Suit

All variations have a built in power cell capable of powering their distress transponder, luminescent strips, radio and life support for 2 hours. Flight suits provide fair protection against small caliber firearms and protect the pilot from radiation and biological/chemical weapons when sealed. The flight suit also provides venires for movement in Zero-G, up to a flight MA of 6.

SP 10, Weight 1.5 kg, 250 credits

Combat Boots

Standard issue heavy duty boots. Good for all terrain types as well as for stomping on your opponent when he's down. Waterproof and flame resistant too. Comes in black, dark gray, olive drab or dark brown.

SP 15, Weight 0.8 kg, 112 credits

Combat Helm

Standard issue light multi-polymer plate helm with clear visor. Comes in all standard camouflage patterns as well as army or unit specific colors. Add a polarized visor for an additional 20 credits. The face of this helm is open, but attacks suffer a -5 penalty for called shots to the face.

SP 20, Weight 1.6 kg, 106 credits

Standard Infantry Suit

Light multi-polymer plate for the front and back of the torso over heavy ballistic mesh jumpsuit. Comes with combat boots (above) and a heavy multi-polymer plate combat helmet similar to the one above but with better SP and a built in radio. The suit has two large pockets in each leg and one smaller pocket in each bicep. The suit has reinforced loops for attaching weapons. Comes with standard combat belt.

SP 20 (torso) 25 (head) 15 (arms/legs), Weight 4.1 kg total, 450 credits

E.V.A. Suit

Full environmentally sealed suit. The integrated pack has verniers for 0-G movement (MA 4) and 4 hours of life support. The helm has a moveable heavy polarized shield, water dispenser, radio and soft sleep gas dispenser for long flights. Comes with two easy-use emergency sealing patches. Also provides SP 20 armor.

SP 15, -2 DEX rolls, Weight 1.6 kg, 502 credits

Linear Frame

A linear frame is a suit of heavy multi-polymer plate armor with micro hydraulics and myomar bundles to enhance the wearer's strength. This suit is used primarily for heavy construction or search & rescue missions in hazardous environments. The suit is fully environmentally sealing with a 3 hour life support. The boots contain reflexive magnetic plates for easy 0-G movement along a ship's hull. The helmet contains a HUD with anti-dazzle and thermal vision capabilities and a radio link.

The suit grants the user a +4 bonus to STR and BOD, but reduces AGIL and MA by 2 each. All melee attacks get a +4 damage bonus. In addition to the SP, any damage that does get through the suit is reduced by 3 points to a minimum of 1 damage.

SP 28, Weight 43.0 kg, 1056 credits

Clothing

Clothes make the man. Everyone needs their duds.

Article of Clothing	Base Cost
Underwear (pack of 6, any style)	10 - 15
Brassieres (any style)	5 - 15
Pants (slacks, jeans, etc)	20 - 35
Top (blouse, t-shirt, sweater, etc)	15 - 30
Dress (formal to sleazy)	75 - 150
Suit (business to tuxedo)	75 - 150
Jacket (waist length ones)	35 - 60
Long Coat (dusters, trench coats, etc)	50 - 75
Footwear (boots, sneakers, heels, etc)	25 - 50
	5 - 50
Sunglasses	10 - 100
Jewelry	15 - 25
Swimwear (any style)	30 - 50
Overalls (jumpsuits or farmer style)	5 - 20
Miscellaneous (gloves, scarves, etc)	40 - 100
Uniform (military, school, etc)	

Quality	Cost Multiplier
Generic Brand	x1
Good Label Brand	x2

Fancy Brand x3
High Fashion Brand x4

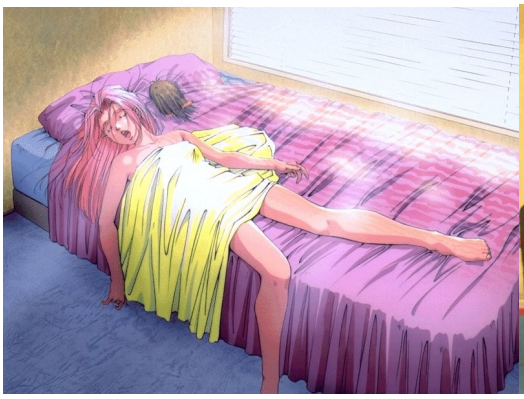
Personal Gear

This category includes any home electronics, personal needs and the like.

Concert ticket

Artwork (poster)

Collectables


Apartment (2 room, city)

Fancy restaurant

Tools	**Cost**	**Personal Electronics**	**Cost**	**Housing**	**Cost**
Techscanner	600	Laptop Computer	900+	Coffin	20 per night
Cutting torch	40	Desktop Computer	1200+	Apartment	150[1]
Tech Toolkit	100	PDA	150+	House	200[1]
B&E Kit	120	Digital Video Recorder	800	Hotel	100 per night[1]
Electronics Toolkit	100	10 pack of DVDRW	20	Utilities	150 per month
Protective Goggles	20	Digital Audio Recorder	40		
Glowstick	1	10 pack of mini CDRW	5	**Lifestyle**	
Spraypaint	7	Pocket TV	80	Cell Phone	100 per month
Rope (per meter)	6	Digital Music Player	150	Galaxy Network	150 per month
Breathing Mask	30	Electric Instrument	100-900	Pay Phone Call	0.25 per minute
10 filters	3	Drum Synthesizer	200-800	Public Kiosk	1 per minute
Duct Tape (50m	5	Amplifier	500-1000	Health Plan	500 per month
roll)	12	ID Card	20	Taxi	3 per mile
Flashlight	10	Agent	150+	Space Taxi	20 per ride
Slap Patch	20			Air Flight	variable
Campkit	5	**Furniture**		Space Flight	variable
Canteen	10	Sleeping Bag	25		
Carryall	150	Futon	50	**Groceries**	
Diving Gear	650	Wooden Furniture	200 each	Generic Stuff	50 per week
Maneuvering Pack	50	Synthetic Furniture	100 each	Good Stuff	150 per week
Maneuvering Rod		Lamp	20-50	Fresh Foodstuffs	200 per week
		Artwork	20+	Dried Foods	20 per week
Entertainment	10	Kitchen Set	300	MRE	40 per week
Movie	5	Linen Set	120		
Video Download	45-60	Curtains	100	**Vehicles**	
Live Concert	50-60			Scooter	500
Sporting Event	5-8	**Drugs & Medicines**		Motorcycle	1500
Fast Food	7-20	Pan-spectrum Antibiotic	5	Sportbike	2000
Restaurant	3-6	Painkiller	10	Cosmobike	2500
Drinks at a bar	100+	Synthe-flesh Spray	20	Racing Bike	4500
Escort Service	200+	Speed Heal	50	Compact Car	6000
Prostitute	20	Regeneration Spray	50	Luxury Car	10,000
Hair Stylist	150	Anti-toxin	50	Sports Car	20,000
Beauty Spa	250	Sleep Drug	200	Sedan	45,000
Sports Gear	250	Stun-Stim	150	Truck	8000
Air Blades	200	Drug-a-Thug	75	Heavy Truck	25,000
G-Wrists	150+			Van	7000
Acoustic Instrument	10	**Explosives**		Off-Road	5500
Music CD	varies	C-8	300	Humvee	7500
Tattoo		Detcord-A	200	Turbo Fan Jet	5000
		Nitrogen Octaiodide	500	Private Jet	150,000
		TNT	15	Airplane	1200
		Fuse - Standard	5		
		Fuse - Waterproof	20		
		Fuse - Timer	5		
		Fuse - Blasting Cap	20		
		Wire, 500m spool	100		
		Charger	200		
		Receiver	200		
		Transmitter	100[2]		

1 – Per room per month. Multiply by 1 for rural, 2 for city or military base, 3 for metropolis or 4 for space station.

2 – Per 100m x number of frequencies; a transmitter with 1km range and 5 frequencies is 50,000 credits.

Equipment Descriptions

Tools

B&E Kit

This is a 4”x16”x2” case with various common tools for breaking and entering. Also useful for locksmiths.

Breathing Mask

This will filter out about 90% of fumes from industrial chemicals or smog. One filter is good for about 2 hours. Covers the nose and mouth.

Campkit

A small, compact unit that contains all of the tools needed for camping. Includes a small stove (uses heating cells), mess kit, compactable shovel and fire-lighting tools. Weighs 1 kg.

Canteen

Holds 1.89 liters (½ gallon) of liquid. Weighs 0.5 kg empty.

Carryall

A small nylon bag with adjustable straps to form a pack or handbag.

Cutting Torch

Any variety of common oxy-acetylene handheld bottle-type cutting torch. One bottle lasts for about 5 hours. More powerful thermite-lance types are available at x10 cost.

Diving Gear

A complete kit for surviving underwater. Includes recycling full face mask (1 hour oxygen supply), weight belts, buoyancy compensator and fins. Add a diver’s watch for another 50 credits.

Duct Tape

Every technician’s best friend. Comes in multiple colors or basic silvery-gray. Also available in ultra-stick variety (with OT fibers woven in) that is triple strength for twice the price.

Electronics Toolkit

This is a 4”x16”x2” case with various common tools for electronics repair.

Flashlight

High grade aircraft aluminum, shock resistant, waterproof flashlight with a 100 to 150’ beam. Lesser quality pocket flashlights can be purchased for about half the price.

Glowstick

Two part chemical compound in a plastic tube that you snap and shake to activate. Provides light equal to a candle for about an hour. Comes in blue, red, green, orange, pink and yellow.

Maneuvering Pack

This is a compact jet pack for zero-G use. It provides MA 5 in such environments, and has a 10-hour battery.

Maneuvering Rod

This is a small (30cm) long rod with a micro-vernier in each end. Carried by most pilots and space workers for emergency flight. It has a 2-hour battery and provides MA 1 flight in zero-G environments. Furthermore, activating it also triggers a multi-frequency distress beacon with a 2km range.

Protective Goggles

Tinted goggles for use when welding, machine working, chemical mixing, etc. Counts as SP 3 for the eyes.

Rope

Woven with improved fibers derived from Overtechnology. Standard ¼ inch rope will support up to 680 kg (1500 lbs). Thicker rope is available at increased price.

Slap Patch

A simple adhesive patch for space/pilot suits. Takes one round to apply.

Spraypaint

Any color known to mankind. Also available in chrome, fluorescent, metallic, glitter or glow (as a glowstick) for as much as twice the base price.

Techscanner

Small PDA with various I/O connectors and digital display for running analysis on electronic components. Grants a +3 bonus to diagnosis and repair rolls.

Tech Toolkit

This is a 4”x16”x2” case with various common tools for mechanical repair.

Entertainment

Air Blades

Provide a flight speed up to MA 15. The batteries provide 30 minutes of flight time. The air blades can also be used for leap dodging, granting a +5 to their defend roll to dodge. Each use for dodging uses 1 minute of battery power.

Escort Service

One individual to provide company for a night (no sex involved). Good for corporate parties or making friends jealous. Available in all genders and most ethnic backgrounds.

G-Wrists

These are wrist bracers that produce electrical resistance directly to the muscles to make it as if the runner is wearing weights over his whole body. (-3 to all STR/AGIL rolls). Typically these are used in T-Crush, although many people use them when exercising, and are popular with both body builders and women wanting to tone their bodies.

Prostitute

One individual to provide sexual services, rated by the hour. Available in all genders and most ethnic backgrounds. May charge extra for optional fetishes such as cosplay, bondage or role-playing. Legality varies by colony/fleet.

Personal Electronics

Desktop Computer

Home use computer. This is a standard POW 3 computer with 4 memory units of storage, DVDRW, printer, keyboard, mouse and 20" flat plasma screen monitor. Accessories and upgrades cost a percent of the base unit.

Digital Video Recorder

This is a compact digital video recorder that records to a high-quality DVDRW. The recorder has telescopic lens (10x magnification), close-up lens (within 8cm) and lowlight compensation. Each DVDRW holds up to 2 hours of video. The recorder has a 5 hour battery. Weight: 0.5 kg

This also has an optional shoulder case with 20 hour battery and pockets to hold the recorder, extra lenses and up to 20 extra discs. Cost: 150 credits.

ID Card

The standard ID card is a multifunctional ID and credit/debit card. Many organizations have a security clearance feature and possibly a tracing signal to help locate the ID and the person carrying it. Cost listed is for a basic ID card. Tracer and security chip are not available for purchase, and are included in the card when needed by an organization.

Laptop Computer

Portable notebook type computer. This is a standard POW 2 computer with 2 memory units of storage, DVDR and 20 hour battery. Accessories and upgrades cost a percent of the base unit. Weight: 0.5 kg

PDA

Handheld minicomputer. This is a standard POW 1 computer with 1 memory unit of storage. There is little upgrade available. Useful mostly as an organizer and notebook. Weight: 0.1 kg

Furniture

Wooden Furniture: Made from wood and usually stained.

Synthetic Furniture: Made of high grade plastics or aluminum alloys.

Sleeping Bag: One person bag (two if they are very friendly). Weighs 1 kg and is good to temperatures as low as –15c.

Drugs & Medicines

All costs on the chart are per dose.

Pan-Spectrum Antibiotic

This will arrest all fevers and rots with 99% effectiveness, but does not work on poisons.

Painkiller

Powerful anesthetic that can be administered locally (spray) or generally (injection).

Synthe-Flesh Spray

Used to cover burns and shallow cuts/abrasions, forming a rubbery cover in minutes; grants +1 Hits per day to healing rate from minor injuries.

Speed Heal

This injected medicine can only be used once per 24 hour period. While drugged, the patient is in a near-comatose state as he heals; -5 all rolls but heals double the amount of Hits.

Regeneration Spray

Heals minor injuries almost instantly, restoring 2 Hits in a single round (does not heal broken bones or internal injuries).

Poison Neutralizer

This will negate a broad range of poisons and similar alkaloid complexes. This is a pill that takes effect in 2 rounds after consumption.

Sleep Drug

Injected or ingested. This puts a person in a deep dreamless sleep for 1d6+6 hours, minus one hour per point of BOD. The target can make a BOD + Resist Torture &

Drugs check DV 20 to stay awake, but at a -5 penalty to all rolls for the duration (roll once per hour or fall asleep).

Stun-Stim

Injected or ingested. This counters sleep drug (above) or keep a person wide awake for 1d6+4 hours. While using this drug, the person gains a +2 bonus on all Stun/Shock rolls.

Drug-a-Thug

This is an adhesive slap patch. When applied to bare skin, the target must make a BOD + Resist Torture & Drugs DV 20 or suffer a -8 penalty to all rolls from a combination of tranquilizer and mild hallucinogen. If applied to someone who has alcohol in their system must make a BOD check DV 10 or have a bad reaction and die.

Explosives

Rules are listed under combat.

C-8

Cost is for 1kg (35 oz).

Detcord-A

Cost is for 5m.

Nitrogen Octaiodide

Cost is for a 5 oz bottle.

TNT

Cost is for 1 stick.

Wire

Cost is for a 500m spool.

Charger

The charger is reusable.

Housing

Coffin: This is a 6'x3'x3' slot in a wall with a thin mattress and pillow. Originating in Japan in the late 1990's as a cheap alternative to hotel rooms for low-end salarymen and businessmen on the go. For double the cost, you can get one with a Galaxy Network link. Most have vending machines with new business shirts for 30 credits.

Utilities: In the future, all utilities are standardized and their costs regulated by the UNG. This includes water, gas and electricity. Anything more is extra; see Lifestyle section.

Lifestyle

Cell Phone: Pretty much your basic cellular service. No contracts, no hidden fees and no lost signals.

Galaxy Network: The replacement for the internet. This connects most colonies and fleets within the UN control. The Galaxy Network also includes TV and radio broadcasting (it's TV, internet and radio all in one package). Available in a HUD virtual format for an extra 50 credits per month.

Public Kiosk: This computer terminal provides maps and information about the local area as well as providing a public link for Galaxy Network. Any adult or questionable (by local standards) sites and information is blocked.

Health Plan: Seemingly expensive at first, this covers *all* necessary medical expenses should the need arrive. This does not cover any vanity cosmetic surgery. All UN personnel get this as part of their salary, and most large companies offer this for free or at a reduced cost.

Groceries

Generic Stuff: It's not bad, but it's not the greatest. Common among bachelors, students and soldiers living off base.

Good Stuff: A good mix of generic stuff supplemented by fresh goods. Common among your average household. This is also the standard on military bases and vessels.

Fresh Stuff: Daily fresh vegetables and meats. Common among those living on farm colonies or Sunnyflower vessels.

Dried Stuff: Popular with naturalists and those who enjoy outdoor activities. Includes a variety of dried or jerked meat, nuts or granola and dried/dehydrated fruits and vegetables. Also commonly snuck into packs by military infantry as a supplement to MRE.

MRE: Meals Rejected by Everyone (actually Meals Ready to Eat). Standard fare included with infantry packs as well as emergency kits carried by most mecha. Some ex-military still insist they are good.

Vehicles

Scooter: [100 kmph, Crew 1, SP 4, SDP 10, 100 kg cargo or 1 passenger, 200 kg, 100 km range, MV -3] [Options: civilian navigation system, radio]

Motorcycle: [160 kmph, Crew 1, SP 4, SDP 15, 330 kg cargo or 1 passenger, 500 kg, 562 km range, MV -2] [Options: off-road, radar detector, radio]

Sportbike: [180 kmph, Crew 1, SP 4, SDP 20, 330 kg cargo or 1 passenger, 600 kg, 562 km range, MV -2] [Options: off-road, radar detector, radio]

Racing Bike: [230 kmph, Crew 1, SP 4, SDP 10, 330 kg cargo or 1 passenger, 350 kg, 482.7 km range, MV -1] [Options: off-road, radar detector, radio]

Cosmobike: [180 kmph, Crew 1, SP 5, 20 SDP, 330 kg cargo or 1 passenger, 1000 kg, 562 km range, MV +1] [Options: civilian navigation system, radio, 8 life support, radar detector]

Jeep: [145 kmph, Crew 1, SP 20, 50 SDP, 650 kg cargo, 3 passengers, 2000 kg, 804.5 km range, MV +0] [Options: pintle mount, off-road, radio]

HMMWV: [160 kmph, Crew 1, SP 10, 60 SDP, 1250 kg cargo, 3 passengers, 2250 kg, 804.5 km range, MV +0] [Options: pintle mount, off-road]

Truck: [145 kmph, Crew 1, SP 10, 55 SDP, 2500 kg cargo, 1 passenger, 5000 kg, 800 mile range, MV -4] [Options: off-road, pintle mount, radio]

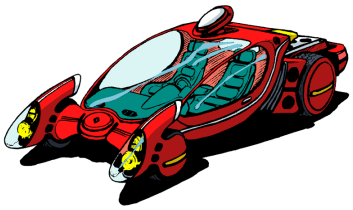
Van: [145 kmph, Crew 1, SP 10, 40 SDP, 750 kg cargo, up to 10 passengers, 2500 kg, 804.5 km range, MV -5] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector]

Basic Car: [180 kmph, Crew 1, SP 5, SDP 35, 500 kg cargo, 3 passengers, 1700 kg, 562 km range, MV +0] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector]

Compact Car: [125 kmph, Crew 1, SP 5, SDP 30, 400 kg cargo, 1 passenger, 1400 kg, 804.5 km range, MV +1] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector]

Luxury Car: [160 kmph, Crew 1, SP 8, 40 SDP, 500 kg cargo, 3 passengers, 1600 kg, 482.7 km range, MV +1] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector, convertible roof with SP 12 anti-ballistic mesh]

Sports Car: [235 kmph, Crew 1, SP 8, 40 SDP, 300 kg cargo, 1 passenger, 1600 kg, 482.7 km range, MV -2] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector, convertible roof with SP 12 anti-ballistic mesh]



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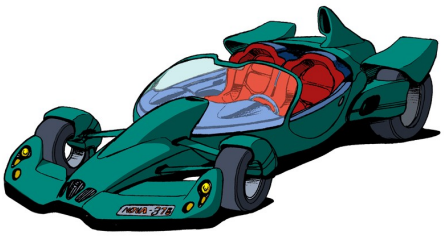

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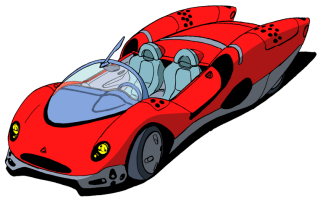

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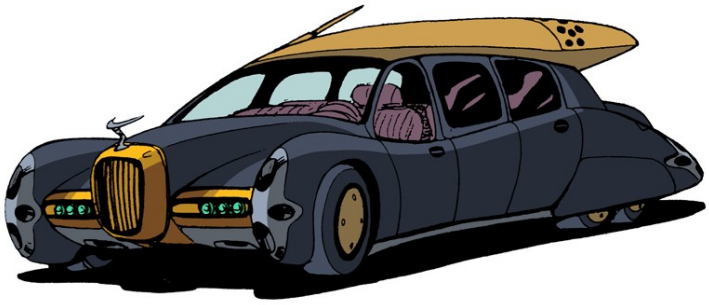
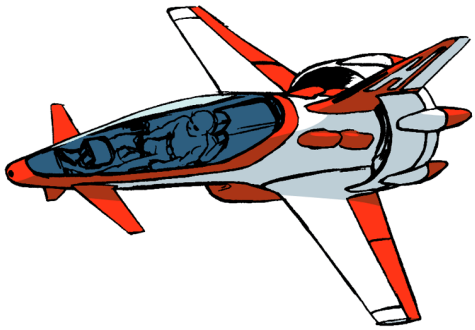
Sedan/Limo: [160 kmph, Crew 1, SP 12, 60 SDP, 500 kg cargo, 5 passengers, 400 kg cargo, 2200 kg, 482.7 km range, MV -4] [Options: cellular phone, crash control system, entertainment system, autopilot, civilian navigation system, radar detector, increased armor SP 20]



Turbo Fan Jet: [1,046 kmph (1400 kmph for up to 20 minutes at a time), Crew 1, SP 10, 35 SDP, 100 kg cargo, no passengers, 5000 kg, 960 km range, MV +1] [Options: civilian navigation system, crash control system]



Private Jet: [1400 kmph, Crew 1, SP 15, 40 SDP, 1000 kg cargo, up to 12 passengers, 4000 kg, 1200 km range, MV -2] [Options: civilian navigation system, crash control system]

Propeller Airplane: [230 kmph, Crew 1, SP 5, 20 SDP, 300 kg cargo, 1 passenger, 800 kg, 160 km range, MV -4] [Options: civilian navigation system, crash control system]

Vehicle Options

Options are available to most vehicles; the ones listed under a particular vehicle are simply the most common upgrades available through dealers. Any other option can be added at a +10% cost or –10% cost if you install it yourself.

Armor upgrade: 2000 credits. Provides increased SP or SP to a normally unarmored area.

Autopilot: 500 credits. Not as good as the military one, but it can navigate basic courses with 1d10+10 skill. Good to use with the civilian navigation system.

Cellular phone: 100 credits. Has a built in cell phone with an effectively unlimited battery life (as long as the vehicle has power).

Civilian navigation system: 450 credits. This provides a +3 bonus to navigation checks in civilian areas (most colonies, fleets and cities). Does not work in military restricted areas; in fact it sends a silent alarm to nearby military (2km).

Crash control system: 500 credits. This system automatically engages in the event of a crash. Upon impact, the vehicle deploys airbags (much improved since the 1990's) and fire suppression systems into the engine and fuel lines as well as sending a distress signal out to 50km.

Entertainment system: 750 credits. This includes a hi-definition stereo, blu-ray player with 15" plasma screen display (retracts into the ceiling) and port for a computer to connect to the Galaxy Network.

Hover capability: +50% credits. This replaces the normal wheels with a GES, allowing the vehicle to hover up to 1m above the ground. This allows the vehicle to ignore movement penalties for mud, snow, ice and any other obstructions of up to 0.5m in height. The vehicle can also travel at half speed over water.

Life support: 1000 credits. Provides life support for a set number of people for 2 days.

Off-Road: +10% credits. Allows the vehicle to function well on rough terrain. This grants a +2 MV when avoiding natural hazards as well as negating the movement penalty for light brush, rocky terrain and limited snow or ice.

Pintle mount: 200 credits. While this can be used for heavy weapons (which are illegal for civilians), the mount can also be used for other gear such as telescopes, sensor packages or loudspeakers.

Radar detector: 350 credits. Detects radar within 10km with a 75% rate. Good for those with lead-foot driving habits.

Radio: 200 credits. This is a civilian band radio with a 20km range.

Space capability: +100% credits. This gives the vehicle space environmental sealing, micro thrusters and verniers for movement in space. Included for free is a Milky Road navigation system.

Chapter 5 – Combat

This chapter contains the rules for combat, for all scales. The bulk of this chapter is copied whole-cloth from Mekton Zeta (and a few bits from Cyberpunk 2020, Cyberpunk 3.0 and Bubblegum Crisis as needed), with modifications and special rules pertaining to the Macross universe. If you have the Mekton Zeta book, you can use the prettier charts found from pages 88 to 109.

Sourcebook One will have additional combat tactics used by the UN militaries, while Sourcebook Two will cover tactics used by the Zentran and Meltran forces.

The Basics

These are the basic rules that need to be understood for combat.

Rounds

All combat in Macross takes place in a series of rounds, with each round lasting approximately 10 seconds.

Initiative

At the beginning of each round, all players roll 1d10 + REF or MR + Combat Sense or other modifiers. The person with the highest initiative total acts first, then the second highest, and so forth. All parties make one action, then after everyone has made their first action, everyone makes their second action in order. Additional actions are resolved in the same order.

In the event that two or more characters tie for initiative, the one with the higher REF or MR goes first of the two. If the REF or MR is the same rank, both players roll 1d10 and the highest roll goes first (ties keep re-rolling until someone wins).

If a character uses an action (or both) to dodge, he does not have to wait for his initiative to do so. Certain defensive maneuvers do require they take place on the character's initiative order.

Turns & Actions

The character's opportunity to take action is called a turn. On any given turn, the character may take two actions without penalty, and can take additional attacks (not actions) with each subsequent roll suffering a cumulative -5 penalty to the roll total. More information on the various actions is below.

With one action, the character may:

- Move up to his full MA (either ground or flight)
- Attack once (fire one weapon or group of crosslinked weapons, kick, etc)
- Dodge, Evade, Escape or Ditch
- Get up from a prone position
- Replace an ammunition clip
- Put away a weapon
- Lift or carry something
- Use a non-combat skill roll such as Tactics or Electronic Warfare
- Eject or bail out (safely)
- Enter a mecha and get it running
- Transform a mecha without efficient transformation

The following actions are quick enough that they do not require an action to perform:

- Parry (with weapon, shield or PBS)
- Move up to half his full MA (either ground or flight), limit of once per round
- Transform a mecha with efficient transformation, limit of twice per round

- Eject or bail out (emergency)
- Take out or drop a weapon

I Can't Miss!

At some point, players will come across attack rolls where they can't miss and don't require a roll. Some will try to abuse multiple attacks and call for 30 additional attacks that round; since they don't have to roll, the penalties become pointless.

To put a curb on this nonsense, the GM is encouraged to use the following rule:

- Characters cannot make additional actions beyond their base of two actions if their REF is 5 or less, they simply lack the coordination. At REF 6 they may attempt a 3rd action with a -3 penalty. At REF 8 they may attempt a 4th action with a -6 penalty. At REF 10+ they may attempt a 5th action with a -9 penalty.

Attacking

To attack, the character adds his REF or MR + relevant weapon skill + 1d10. If the attacker rolls higher than the defender, he hits; if the defender rolls higher, the attack misses. Many weapons have a WA (Weapon Accuracy) modifier that adjusts the attack roll. If a target is immobile or does not make a defense action, the DV to hit is 15 unless the GM decides the target is unusually small (see called shots).

Dodging & Evasion

To dodge, the character adds his DEX + Dodge & Evade + 1d10 and must exceed or tie the attack roll. While dodging in a vehicle or mecha, use the appropriate Pilot skill instead of Dodge & Evade. If the player is unaware of the attack, they cannot add their Dodge & Evade or Pilot skill to the roll.

Dodges have no penalty from front attacks, but have a -1 penalty on flanking attacks and a -2 penalty from rear attacks.

Parrying

Parrying is usually a last-ditch effort, since if the parry roll fails, the target will be hit (ignores near-miss rules). Shields may parry any type of attack, while melee weapons may only parry other melee attacks. Parrying can only be done against attacks from the front and the flank of whichever side the shield/weapon is on. When parrying with a weapon, the weapon's Kills are treated as its SP (such that each K of damage parried reduces the weapon's Kills by one K). Missiles and any area of effect or blast weapons cannot be parried.

Parrying rolls are DEX + Melee + 1d10 or MR + Mecha Combat + 1d10. Parrying with a weapon adds the WA, and parrying with a shield adds the DA.

A parry roll must be used to successfully block an attack with a mecha-scale PPB system. Capital ship PPB "parries" are done with a Crew Quality roll or DEX + Reflector Systems + 1d10.

Maneuver Pool

Highly skilled pilots gain bonus MP points for maneuvers. These work a bit like LUCK points in that the player must declare that he is using MP points before he makes his roll, and then must spend at least 1 MP on the total even if he does not need to.

For every point of Mecha Pilot the character possesses over 5, she gains one "phantom" luck point each round for any piloting roll (piloting, dodge, parry). Some mecha provide a MP pool bonus. This multiplies the pilot's MP by the allotted amount. Unused points do not carry over into subsequent rounds.

For example: A VF pilot with Mecha Pilot 10 gains five MP points each round for any piloting roll. If she were to pilot a VF with MP +100%, she would have 10 MP points per round. If she pilots a VF with MP +200% she would have 15 MP points.

Attack Ranges

All ranged weapons are listed with their effective combat range, to which they may fire with no range penalty. Ranged weapons have a maximum range, equal to their combat range squared (range x range), to which they may fire with a -4 range penalty. For instance, most of the GU gunpod series weapons have a combat range of 5 hexes, but they can fire out to 25 hexes at a -4 penalty.

Some weapons have the Long Range trait. Such weapons can fire up to their maximum range with no penalty to hit. One example is long-range missiles. They have a combat range of 127 hexes (6350 meters). They can fire out as far as 16,129 hexes (806,450 meters) with no penalty to hit. Most capital ship weapons are effectively long range, but have sufficient power to keep it within combat range.

Damage

Weapons inflict either a set amount of Kills for mecha scale or inflict a dice pool of Hits for human scale. Roadstriker-scale mecha sometimes see a mix of Kill and Hit weapons. More information is found in the cross-scale combat section below.

Stopping Power (SP)

Armor provides an amount of SP, or stopping power. When an attack hits a target, the damage is reduced by an amount equal to the armor's SP. For instance, a mecha with SP 5 armor gets hit for 7 Kills of damage; the armor stops 5 Kills, so only 2 Kills get in to damage the internal servo.

Martial Arts & Unarmed Combat

Martial arts grant bonuses to certain attack or maneuver types. Each martial art has a cost multiplier; which means that the person with martial arts must pay the normal cost to increase his martial arts skill by the multiplier. Besides the obvious benefits to some maneuvers, he may add his martial arts skill to all damage totals. This list is fairly short and simple; if you have access to Cyberpunk: Pacific Rim you can use the extended list of martial arts found there.

Martial Art	Strike	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grapple
Karate (2)	+2	+2	+2	--	--	--	--	--	--	--
Judo (1)	--	--	--	+1	+3	+2	+2	--	+2	+2
Boxing (1)	+3	--	+3	+1	--	--	--	--	--	--
Muay Thai (4)	+3	+3	+2	--	--	--	--	--	--	+1
Choi Li Fut (3)	+3	+2	+2	+1	+1	--	--	--	+2	--
Aikido (3)	--	--	+4	+3	+3	+3	+3	+1	+3	+2
Kung Fu (3)	+3	+2	+2	--	--	--	--	--	+1	--
Tae Kwan Do (4)	--	+4	+1	+1	--	--	--	--	+2	--
Savate (2)	--	--	--	--	+3	+4	+4	+2	+2	+4
Wrestling (1)										

Capoeira (1)	+1	+2	+2	+2	--	--	--	--	--	--

Note that Wrestling uses the Wrestling skill and Boxing uses the Hand-to-Hand skill (or Brawling) instead of using the Martial Arts skill.

Unarmed Combat and Damage

Unarmed attacks inflict a base of 1d4 bruise damage plus STR modifier and martial arts skill if applicable. All unarmed damage is reduced by the target's BTM to a minimum of one. BTM reduces damage *after* any body armor.

Example: a human (STR mod +2, martial arts 5) is fighting a micronized Zentraedi (BTM -3); the human hits, and rolls 1d4+4 stun damage (1d4 base, +2 STR mod, +5 for martial arts, -3 target BTM). If the Zentraedi is wearing hard armor, the damage would be reduced even more.

Stun vs. Killing Damage

When a person is hit by low-velocity impacts, he suffers bruise damage (stun damage) rather than wound damage (killing damage). Punches, kicks, thrown bottles, tonfa, barstools, pool sticks, etc inflict temporary bruising damage; getting hit by a car or falling five stories to the pavement still inflicts wounds.

Bruise damage heals itself at a rate based on your REC stat. Rest doesn't mean sleep, but it means nothing more strenuous than reading or watching TV. A person can take as much bruise damage as he has Hits. While hot/cold packs can ease the pain from bruises, they don't actually heal them faster. Bruises leave discoloration well after the bruise damage is healed.

If a person takes more bruise damage than he has remaining Hits, then the excess damage becomes wound damage. Example: A person has 15 Hits to his torso and he suffers a total of 20 bruise damage; the remaining 5 then become wounds (killing damage) and he is likely knocked unconscious.

Knock Out: If the head or torso is reduced to 0 Hits by bruise damage, the person is knocked unconscious (no resist roll).

Sprained Limbs: If a limb is reduced to 0 Hits by bruise damage, that limb becomes sprained and suffers a -3 penalty to all rolls to use it. Sprains last longer than the normal bruise damage; each week that the limb isn't overworked, the penalty reduces by 1.

Ballistic Mesh: Ballistic mesh armor provides 0 SP against bruising. In fact, any bullets stopped by ballistic mesh inflict bruise damage rather than wound damage.

Some systems of Fuzion will refer to armor as SP for stun/bruise damage or KD (killing defense) for killing/wound damage. They are interchangeable.

Movement

Walking Mecha

Using a mecha's legs for propulsion has three advantages over flight. First, you may move up to half your ground MA in combat each round without using up an action or move your full MA and get one action with no penalties. Second, you can attempt to gain cover while on the ground. Third, because leg movement is relatively slow, the player suffers no WA penalties for high-speed combat.

Walking does have some difficulties on less than favorable terrain. For instance, a mecha trying to wade through deep mud only moves at one-third of its normal MA rate.

Terrain	MA Penalty
Open (grass, pavement, shrubbery, plains, etc.)	x 1/1
Rough (light woods, mountain, boulders, rubble, etc.)	x 1/2
Restrictive (dense woods, snow, mud, jungle, water, etc.)	x 1/3

Driving (Wheels & Treads)

Driving systems are relatively cheap, and enhance your mecha's ability to move on the ground. Wheels add +2 ground MA on a mecha but require relatively level ground to work on. Treads add no MA bonus, but they do not suffer terrain MA penalties on anything other than water and swamp. Using either system takes up one action regardless of the MA moved.

When driving, the following modifiers are used. Modifiers are cumulative; thus driving down an icy road when it's snowing and the driver is hurt is DV 22.

Driving Rolls	Modifier
Base Difficulty	15
Wet road	+2
Terrain obscured	+2 (includes snow, fog, smoke, etc)
Very tight turn	+2
Driver wounded	+2
Oil, ice or other slick	+3
Under attack	+3
Lost control last turn	+5
Performing a jump	+5
Hydroslick	+5

GES

Ground Effect Systems, including the movement used by a variable fighter in gerwalk configuration, allow quick movement on ground and water. GES does incur the high-speed combat penalties for flight, but allows the mecha to use cover as if it were walking. Furthermore, a GES ignores MA penalties for anything other than dense forests and jungles. GES has a maximum altitude of 50m. Variable fighter thrusters can be used as GES in gerwalk and battroid configuration.

Flight

Any mecha with a flight speed of MA 8 or higher is capable of maintaining flight. Flying mecha cannot make use of cover (GM may allow cover near capital ships or debris fields in space) and suffer high-speed combat penalties to WA. It takes 1 turn per 12 MA to accelerate or decelerate (safely). This penalty increases by 1 for every 8 MA over 8.

MA	WA Penalty
8.16	-0
17-24	-1
25-32	-2

33-40 -3
41-48 -4
49-56 -5
57-64 -6
65-72 -7
73-80 -8
80-88 -9
89-96 -10
97-104 -11

Jumpjets

Jumpjets are defined as thrusters that have MA less than 8. With jumpjets, the character can move up to their full jump MA with one action, but will *always* land on the ground or some other surface. The character can use the MA of his jumpjets with a single jump, or several smaller jumps as long as the total distance does not exceed his total MA capability.

In a zero-G or microgravity environment, jumpjets can function as normal thrusters at a rate of half their MA per action used (i.e. MA 6 jumpjets can function as MA 3 thrusters, but an action must be used each round to maintain movement).

Weapon Travel Times

Useful to know if someone tries to outrun a missile swarm.

Beam Weapons – reach the target instantly
Projectile Weapons – travel at MA 30 (1.5 km per turn)
Missiles & Torpedoes – travel at MA 40 (2 km per turn)
Hypervelocity – reaches maximum range at the end of the turn it is fired

Movement Concepts

Ok so we now know that things in Mekton, corvette, starship and some roadstriker scale move in 50m "hexes" in a MA rate of 1 MA = 1 50m hex every 10 seconds (or 5m/s). So to get you to wrap your head around just how fast stuff is, take a look at this chart.

MA	kph	Notes
4	72	
6	108	
8	144	
10	180	
12	302	
14	454	
16	634	
18	842	
20	1080	
21	1224	Mach 1.0
22	1346	Mach 1.1; Pluto escape velocity
26	1956	Mach 1.6
29	2244	Mach 2.0
30	2700	Mach 2.3
34	3550	Mach 3.0
38	4513	Mach 3.8; Mercury escape velocity

40	4773	Mach 4.1
42	5594	Mach 4.7
44	6177	Mach 5.0
46	6790	Mach 5.7
48	7430	Mach 6.0
49	7761	Mach 6.3; red giant escape velocity
50	8100	Mach 6.8
52	8798	Mach 7.1; Lunar escape velocity
54	9526	Mach 8.0
57	10,670	Mach 8.7; Venus escape velocity
58	11,066	Mach 9.0
61	12,297	Mach 10.0
64	13,593	Mach 11.1
66.5	14,723	Mach 12.0
69	15,897	Mach 13.0
71.5	17,117	Mach 14.0
74	18,381	Mach 15.0; Mars escape velocity
76.5	19,691	Mach 16.0
78.5	20,771	Mach 17.0
80	21,600	Mach 17.6; Uranus escape velocity
81	22,161	Mach 18.1
83	23,306	Mach 19.0
84	23,889	Mach 19.5; Neptune escape velocity
85	24,480	Mach 20.0
87	25,682	Mach 21.0
89	26,913	Mach 22.0
91	28,173	Mach 23.0
93	29,642	Mach 24.0
95	30,780	Mach 25.1
103	36,338	Mach 29.6; Saturn escape velocity
109	40,810	Mach 33.3; Earth escape velocity
247	214,200	Mach 175.8; Jupiter escape velocity
790	2,230,000	Mach 1823.9; Sol escape velocity
1670	10,009,980	Mach 8178; neutron star escape velocity
2880	29,808,000	Mach 24,353; black hole escape velocity

Just so you know, MA 2880 is the speed of light, and you can't go that fast.

Attacking

The mechanics of attacking are listed under the basics (above). This part covers all the extra little things a character can do while attacking.

Called Shots

Unless a called shot is made, the attack will hit the Torso/Main Hull location (excluding failed parry rolls). Called shots allow the character to deliberately strike other locations that may be weaker or more important to disable quickly. If a called shot misses, the attack misses completely rather than simply hitting the Torso/Main Hull.

Location	WA Penalty
Arm/Leg/Tail/Pod	-3
Head	-4
Weapon	-4
Thrusters	-4
Sensors	-5

Other* -5

* This includes very small targets such as weapon/shield mounts, headlights and the like.

Ranged Weapons

For clarification, ranged weapons require: the defender to be in range, within the weapon's firing arc at the beginning of your turn, and you must have LOS. The GM may allow the character to fire blind through obstructions with a -5 WA penalty and only inflict half damage (excluding missiles or blast ammunition). Some weapons are made for indirect fire and ignore the LOS rule.

Automatic Weapons

Weapons that have a BV can be fired in either full or semi automatic modes. Used in semi-automatic mode allows the attacker to fire a single round (assume 5 single rounds per ammo count) and make called shots. Weapons on full-automatic cannot make called shots.

Mecha weapons with a BV that list an ammunition count means the weapon fires that many bursts, and ignores the above 5-round burst rule. Unless specified in the weapon's description, such weapons cannot make single-round shots.

Burst Firing

Many projectile and energy weapons have a BV, which indicates that the weapon fires a burst of multiple rounds. For each number over the number needed to strike the target that the roll is made, the target suffers an additional hit from the weapon at the base damage, up to the BV value. Thus with a BV4 weapon, if the player needs a 15 to hit an opponent and rolls a total of 17, not only does he hit with the primary round, but also hits with an additional 2 rounds (one for 16 and one for 17) and damages the opponent a total of three times, possibly in different locations.

Adjusted Burst Firing

Automatic weapons may also be used to fire a "spray" across multiple hexes. These hexes must be adjacent to each other. Divide the BV by the number of hexes fired into to see how many shots go into each target, with any left over amount automatically going into the first hex fired on. For instance, firing a BV6 weapon across 5 hexes will fire two into the first hex and one into each of the remaining hexes.

To hit the targets, the attacker makes a single attack roll, while each defender makes a defense roll as normal. Each target is subject to normal BV rules at half the weapon's normal BV rounded down. Firing a spray takes up 2 bursts worth of ammunition rather than just one.

Extended Burst Firing

Weapons with a BV can typically fire an extended burst. One such instance is in the beginning of Macross when Hikaru continuously fires his gunpod at a Regult in one long burst until the ammunition is expended.

An extended burst requires both attacks for a round and prevents the attacker from making any defense rolls. The extended burst expends four bursts of ammunition and

increases the BV of the weapon by 100%. If the extended burst is maintained, each subsequent attack roll gains a +2 WA bonus.

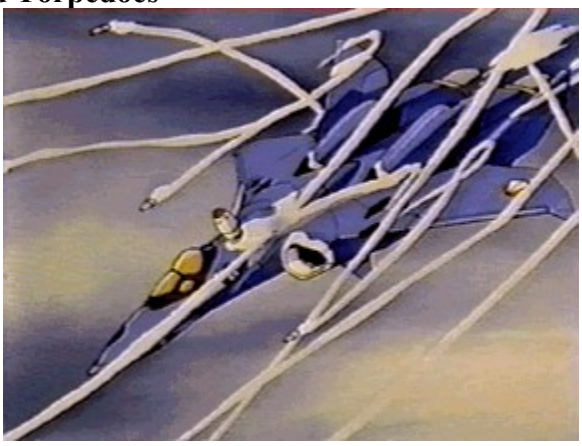
In the above example, Hikaru holds down the trigger and expends four bursts of ammo to increase his GU-11 to BV6. Unfortunately, he was unskilled in mecha weaponry and wasted most of the shots.

Shotguns

Shotguns use slightly different rules than other firearms. Single barrel shotguns inflict normal damage to two locations of the target (use the chart below). Double barrel shotguns can either inflict normal damage to two adjacent hexes or inflict double damage to a single target. For example, a double barrel shotgun can inflict 1d10 damage to two locations on two targets in adjacent hexes, or inflict 2d10 damage to two locations of a single target.

d10	Locations Hit
1-2	Torso & Head
3.4	Torso & Left Arm
5.6	Torso & Right Arm
7.8	Both Legs
9.10	Torso x2

Rockets, Missiles and Torpedoes



Unlike all other weapons, a mecha can fire off an entire rack or possibly multiple racks of missiles in a single attack (unless otherwise specified in the mecha's description). This means an opponent can suddenly find himself up against salvos of up to 100 or more missiles at once! A barrage of missiles is referred to as a salvo or volley, or affectionately called "Macross missile massacre". Called shots cannot be made with missile salvos, but can be made with individually fired ones.

The attacker rolls to hit as normal. Missile salvos are treated a little like a BV weapon – divide the total number of missiles fired by 10 and round to the nearest whole number over 0; the target is hit by this many missiles for each number over the minimum attack roll needed that the attack roll comes up, up to the total missiles fired. Once the total number of missiles that hit is determined, roll on the random hit table with each successive group of missiles moving up or down the chart by one (attacker's choice).

Example: The attacker needs a 15 to hit the target and rolls an 19. The defender is hit by 4 groups of missiles. A roll on the random table comes up 3 (torso). The other groups will hit either locations 2 - 1 - 10 or 4 - 5 - 6 at the attacker's choice.

Wide Angle Missile Spreads

Capital ships (and some mecha) can fire salvos of hundreds or thousands of missiles in a single attack. This makes the hit rolls to gain full power of their shots nearly impossible; how do you roll 100 over the DV to hit to get all the missiles to hit? When firing a large salvo of missiles (20 or more), the attacker can choose instead of targeting a single target or hoping for all missiles to lock onto a target (see cross-scale combat below) to set the missiles to detonate in an area and hit anything there.

Missiles with a blast radius already set will detonate in a pattern that overlaps somewhat, granting a Blast rating equal to half the missile volley fired. Missiles without a blast radius will get a Blast rating equal to $1/10^{th}$ of the missile volley fired.

Defense Vs. Missiles

Defending against missiles can be dealt with in four different methods. All four types of missile defense require one action per attempt.

The first and most common method is to shoot them down. Since most missile volleys travel within blast radius of each other, shooting down a single missile can potentially take out the whole volley. To shoot down missiles, the player must use a projectile or energy weapon with a BV (burst value) and roll MR + Mecha Weaponry + WA + 1d10 against the attack roll of the missile volley. If the weapon used is not "phalanx variable" or "all purpose", the character suffers a -5 penalty to the roll total. For each point that the attack roll exceeds the attack roll of the missile volley will shoot down one missile (assuming that the missiles only have 1K each) and has a 70% chance of detonating the rest of the volley. A volley of at least ¼ the missiles to be shot down may be used, but only if the missile is countermissile capable (normal penalties if it isn't), and has 100% effectiveness in destroying the incoming volley. Remember that the advanced high-maneuverability missiles can dodge attempts to shoot them down.

The second defense is to dodge the missile volley. The pilot makes a MR + Mecha Pilot + 1d10 roll against the attack roll for the missile volley. If the pilot succeeds in making his dodge roll, he avoids being hit for one round. Many missiles have only a one-round tracking capability, although the more advanced HM type missiles (see Tech Manual) will seek the target for multiple rounds. Each chaff/flare used in a dodge attempt will increase the effective dodge roll of the pilot by +3.

The third method is to evade, or "ditch", the missile volley. This is more effective than dodging, but is more difficult. The pilot makes a dodge roll as above with a –3 penalty due to the timing required. For every point on the total roll that exceeds the attack roll for the missile volley will cause one missile to either "lose lock" or hit other targets (such as the ground, cliff sides or a capital ship). Each chaff/flare used in an evade attempt will automatically distract up to 3K worth of missiles.

The fourth method is to use an anti-missile ECM suite. The player rolls his INT + Electronic Warfare + ECM Value + 1d10. A number of missiles equal to the ECM Value plus the amount the ECM roll exceeds the attack roll of the missile volley will "lose lock"

and are lost. Many dual-seat mecha are designed to have the passenger take care of ECM attempts so that the pilot can focus on combat.

Optional cinematic missile rule: If the GM wants missiles to be more of a threat, as shown in the various Macross anime, all missiles are treated as "seek" and will follow their target for a number of rounds equal to the Kills of damage they inflict (1d10 + 12 skill). High-maneuverability missiles will track for an additional 5 rounds (1d10 + 16 skill).

Crosslinked and Mated Weapons

Weapons that are crosslinked or mated together can be fired together as if it were a single weapon. Only one attack roll is needed, and it counts as a single action. Crosslinked weapons still require an attack roll for each weapon although mated weapons use a single attack roll (average the WA modifier).

Throwing

Mecha can throw items weighing up to half of their arm servo's Kills (rounded up), modified as follows:

Weight (round up)	Modifier
¼ ton	+2 hexes
½ ton	+1
1 ton	+0
2 tons	-1
4 tons	-2
8 tons	-3

Indirect Fire

Indirect fire is not aimed at a target, but rather a given hex. This has two requirements. First the weapon must have a blast rating. Second, the weapon must be able to fire in an arc – thus must be a missile, grenade or projectile weapon. The attacker rolls his AGIL + Athletics + WA + 1d10 or MR + Mecha Weaponry + WA +1d10 against a difficulty based on range.

Distance	Range	Difficulty
1-2 Hexes	Point Blank	10
3-4	Close	15
5-8	Medium	20
9-16	Long	25
17+	Extreme	30

Enemy is not in sight, but is in view of an ally (+5 Diff)
Enemy is not in sight, or behind cover (+10 Diff)

What makes indirect fire weapons so dangerous is that the effects of overpressure, fragmentation and shockwaves cannot be dodged. If the defending mecha has a large shield (DA –0) or a PBS he may attempt a parry roll if he hunches down behind the shield and prays for the best. A successful parry inflicts half damage to the shield and half damage to the Torso.

If an attack roll with an indirect fire weapon misses, consult the charts below to determine which direction and how far the attack deviated. A thrown grenade can never deviate behind the defending mecha – if that result is rolled, the grenade is dropped or bounces back into the attacker's hex.

d6	Direction from Defender
1	Forward
2	Right forward flank
3	Left forward flank
4	Right rear flank
5	Left rear flank
6	Rear (attacker's hex if a thrown grenade)

The amount by which the attacker's failed roll to strike with an indirect fire weapon determines how far from the target the attack deviated.

Roll	Distance from Defender
1-2	1 hex
3-5	2 hexes
6-9	3 hexes
10+	4 hexes

Area Effect Weapons

All indirect fire weapons (see above) and other weapons with a Blast rating. Blast weapons are treated a bit different from standard weapons. Rather than inflicting base damage to a single location, they inflict lesser damage to multiple locations on a the target (in each covered hex).

Every 5K, or partial thereof, of a blast weapon is allotted to different possible locations. For instance, a 7K blast weapon will inflict 5K and 2K, while a 19K blast will inflict 3x 5K and 4K. Roll random hit location for each part of the blast damage.

Melee and Unarmed Attacks

To use a unarmed or melee attack, the defender must be in the adjacent hex. All such close-combat attacks are automatically called shots with no penalty. This rule only applies to body locations; extra-special locations such as sensors or eyes must use standard called shot rules.

Armor Piercing

Weapons and ammunition sometimes have the AP quality, meaning that the defender's armor SP is only considered half (round up) value for the purpose of armor penetration. For example, armor with SP5 attacked with AP rounds is only considered SP3 to determine if damage gets through to the servo underneath.

Weapon Heating

Many references exist to weapon cooling systems, which of course means weapons get hot when you fire them. This is an optional rule. When a weapon is fired, it generates a certain amount of heat. Once a weapon overheats, it cannot fire until it cools down. Weapons can tolerate a number of "heat points" equal to its Kills x5. A burst still counts as a single shot for generating heat.

Weapon	Heat per shot
Ballistic	equal to maximum damage
Energy	½ of damage
Missiles	½ of volley launched
Extended burst	+50% heat

Heat dissipated	Condition
1 per round	Normal
2 per round	Enhanced cooling system
+1 per round	Underwater
+2 per round	Outer space

For instance, a GU-11 gunpod in space can inflict as much as 9K per burst. Firing the gunpod twice in one round while in space nets 18 points of heat. At the end of the round, the gunpod dissipates 3 heat (1 natural, +2 for being in space). On the next round, the VF fires an extended burst. This can inflict up to 27K, and will generate a total of 40 heat and shut down the weapon.

Weapon heat simplified

A simpler rule is the weapon overheats if it is fired a number of consecutive times equal to its Kills x3. Thus a GU-11 gunpod that is fired nine times in a row cannot be fired again until it is allowed to cool for one round.

Optionally, if a 1 is rolled for attack, the GM may decide the weapon has overheated as the penalty.

Explosives

Explosives are the big bang that the military uses to blow up bridges, clear landing zones, destroy buildings and in general make loud booms! Demolitions is the skill used to utilize explosives in the correct manner.

There is a table below this text with the different explosives, their damage per ounce applied to a target, the blast radius per ounce, whether the explosive type can be tamped, and the stability of the explosive. There are further tables that have the costs and quantity of explosives, detonators etc. Listed Below are several different types of explosives to use as an example.

C-8: Plastique explosive: This is the most common sort of explosive. It is the most stable and advanced explosive of its type. C-8 does 1 kill and 1 meter of blast radius per ounce applied to the target. It must be set off by a smaller explosion such as that created by a blasting cap. It will burn but not explode if exposed to an open flame. It may be tamped.
Detcord-A: C-8 formed into a cord that can be wrapped around an object which acts as tamping. It does 2K and one meter of blast radius for each meter used. Just like C-8 it must be detonated with a blasting cap.
Nitrogen Octaiodide: An explosive that is in liquid form. It is very stable if kept out of the air. It becomes very unstable when exposed to oxygen. Even a slight vibration will detonate it after exposure to oxygen. It does 3K and a 2 meter blast radius for every ounce used. It cannot be tamped. It can be detonated in any manner.
TNT: The old standby. The explosive that has lasted through the centuries. TNT is very stable unless it is old. In which case it becomes more unstable the older it gets. TNT is

manufactured in sticks. One stick will cause 1K of damage and has a 1 meter blast radius. It must be detonated by blasting cap or fuse. Open flame will cause it to detonate. TNT can be tamped.

Detonators

Detonators are the items used to set off an explosive. There are several different types of detonators available. From a simple lit fuse to a high tech radio controlled detonation system. They are listed below.

Fuse: Fuses are fast burning threads of flammable material that can actually detonate some explosives or set off a blasting cap to trigger an explosive detonation. Fuses can be bought as either standard or water-proof versions.
Timer: Another type of detonator is a timer. It is basically a small stop watch with a blasting cap wired to it. It can be set anywhere from 5 seconds to 24 hours. It is water-proof.
Blasting Cap: A small explosive device similar to a fire cracker that is used to detonate explosives that require a smaller explosion to set them off. They can be triggered by either a fuse or an electrical current.

Command Detonators

A command detonator is one without a preset timer or a fuse. The detonation of the explosive is entirely up to the person holding the detonation device by pushing a button, shoving down a plunger, or turning a hand crank etc. Different types of command detonators are listed below.

Wire: A wire command detonator consists of a wire with a blasting cap on one end and a charging device on the other such as a plunger or clacker. When the charger is activated it sends an electrical current down the wire which detonates the blasting cap.
Remote control: A remote control detonator is much like a wire command detonator except without the wire. It's done by radio signal. The range of the transmitter and the number of frequencies it is capable of working on varies according to price. The receivers can be set to any frequency the owner wishes.

Stability

The stability of an explosive is its ability to withstand vibration, shock, or even another explosion without detonating itself.
Very stable: Will not explode if jolted or jarred. May explode if exposed to another explosion on a 1 on 1D10.
Stable: Will not explode when jolted or jarred. May explode if it encounters another explosion on a 1-4 on 1D10.
Fairly stable: Will not explode if jolted or jarred. May explode if exposed to another explosion on a 1-6 on 1D10.
Fairly unstable: May explode if jolted or jarred on a 1-2 on 1D10. May explode if exposed to another explosion on a 1-8 on 1D10.
Unstable: May explode if jolted or jarred on a 1-4 on 1D10. Will explode if it is exposed to another explosion.

Very unstable: May explode if jolted or jarred on a 1-7 on 1D10. Will explode if exposed to another explosion.

Tamping

Tamping is the process by which a charge is shaped and molded or objects placed over the charge in order to direct more force of the explosion into the target. The game effect of tamping is that the explosion will cause 1.5 times the normal damage to the target. To tamp a charge is an average demolitions skill check. If a charge is tamped, it is no longer considered area effect.

EXPLOSIVES STATISTICS

EXPLOSIVE	DAMAGE PER OUNCE	BLAST RADIUS PER OUNCE	TAMPING?	STABILITY
C-8	1K	1 METER	YES	STABLE
DETCORD-A	2K*	1 METER**	NO*	STABLE
NITROGEN OCTAIODIDE	3K	2 METERS	NO	VERY STABLE*
TNT	1K***	1 METER***	YES	FAIRLY STABLE****

* See description **Per meter used

*** Per stick ****Goes down 1 level of stability per year of age.

Explosives Design

Any character with a chemistry skill or a demolitions skill of +5 or better may try to create their own explosives. The basic difficulty of this roll is 15. Charts for determining the difficulty modifiers of creating the desired explosive are provided below. Difficulty modifiers are based on the form the explosive is to be in such as solid, liquid, or gas. The damage per ounce wished. The stability of the explosive and if the typical blast radius of 1 meter per kill is adjusted either up or down.

Three successful skill rolls must be made in order for the desired explosive to be created. If one skill check is failed then the explosive will not work as it should. It is up to the game master what sort of effect will result. If two of the rolls are failed then there is a 50% chance of an explosion resulting. If all three rolls are failed then an explosion will result. If at any time during the three skill checks a critical failure is rolled then an explosion will result.

If an explosion occurs during the creation of the explosive then the damage of the explosion will be equal to 1/2 of the intended kill value of one ounce of the explosive.

Base DV = 15
+1 DV per Kill per ounce
+1 DV per meter of blast added or removed

Form

Solid	-2 DV
Powder	+0 DV
Liquid	+1 DV

Gas/Aerosol +2 DV

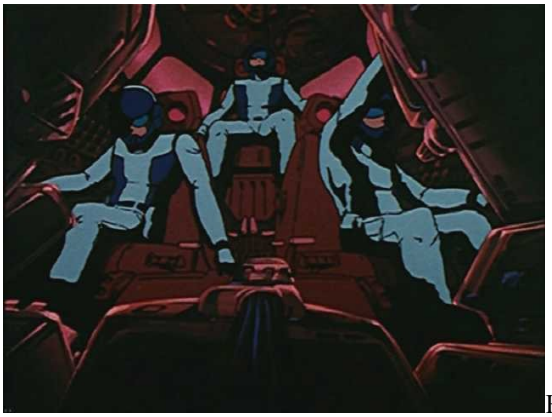
Stability
Very Unstable -5 DV
Unstable -3 DV
Fairly Stable -1 DV
Stable +3 DV
Very Stable +5

Extra Crew

Some mecha require, or allow, extra crew beyond the main pilot. This grants certain bonuses and benefits.

In the case of aircraft, including variable fighters, this second crewman is a RIO (radar intercept officer). This person is trained to run communications, computer operations, ECM/ECCM, deploy countermissiles, operate the pinpoint barrier and help the pilot in tracking enemy units. Having a RIO grants both the pilot and RIO an extra action per round (three each), but imposes a -2 penalty to both member's REF rolls. Both players can spend 2 OP to negate this penalty, representing that they have worked together long enough to function smoothly. If either person is replaced, the penalty returns until the GM feels the new pair has worked together long enough to regain such synergy.

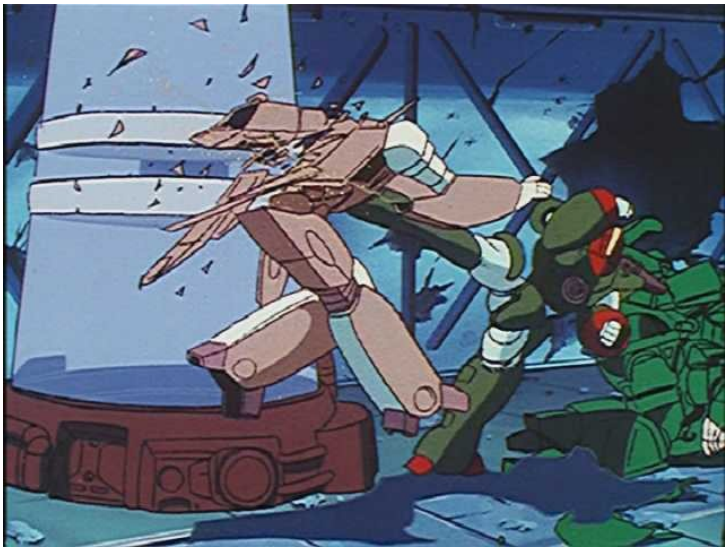
The HWR Monster series of destroids requires a crew of three to function properly. This includes the commander, gunner and pilot. The pilot covers all piloting and dodge rolls, while the gunner operates all weapon systems. The commander functions similar to the RIO, but can make a Leadership roll at DV 10 to negate the REF penalty. The commander can grant two additional actions per round, which he can assign to himself or either of the other two crewmen.


HWR-00-Mk II Monster cockpit

Mecha Kung Fu

Most variable fighters are nimble enough to mimic the range of human motion needed to perform combat maneuvers, although destroids do not. Unless the pilot has the Martial Artist talent and ranks of a martial art form, they may only perform similar basic attacks while piloting their mecha. All unarmed attacks use MR + Mecha Combat + WA + 1d10. While in space, the verniers and main thrusters of the mecha provide the

equivalent movement needed for a maneuver. Damage modifiers are based on the servo used.



Specific attacks can target other locations of a target depending on the situation. For example, a mecha can punch another mecha only in the legs if the target is higher than the attacker. All locations assume both combatants are standing on equal ground.

Hand Strikes

This includes all basic punches and strikes using the arm servos. All punch attacks are automatically called shots, but use the listed WA modifiers in place of the standard called shot table.

Punch – Head, Torso and Arms only. –0 WA
Claw – Head, Torso and Arms only. –0 WA
Jab – Sensors only. –5 WA, +1K

Kick Attacks

This includes the basic kick as well as several fancy martial arts leg strikes. Like punches, these are automatically called shots and use the WA listed.

Kick – Legs only. –0 WA
Wheel Kick – Torso only. –1 WA, +1K
Crescent Kick – Head and Arms only. Arm shot causes the mecha to drop what is in that hand. –2 WA, +2K
Thrust Kick – Torso only. Knocks the defender back 1 hex. –3 WA, +3K
Spin Kick – Head only. –4 WA, +4K

Knockdown

This includes throws, slams, trips and sweeps.

Throw – WA is –1 per 10 tons heavier the defender is over the attacker. The defender is thrown into an adjacent hex and loses one action, but suffers no damage.
Slam – WA is –2 per 10 tons heavier the defender is over the attacker. The defender is thrown into an adjacent hex and loses one action. +2K
Trip or Sweep – Knocks the defender down with no damage. +1 WA

Grappling

This includes grabs, pins, bear hugs, entanglements and dismemberings.

Grab – Take one object from the opponent or pick up a human (-5 WA) –1 WA

Pin – Pins one arm or leg of the opponent with your own (such as an arm lock). –0 WA

Bearhug – Pins both of the defender's arms to their sides with your own. –1 WA

Dismember – Attempt to rip a servo clean off the defender. This attack ignores the defender's armor, and the damage is dependant on the defender's servo class and the class of your mecha's paired servos used in the attack. Can be used on all servos except the torso. –2 WA

Mecha Dismemberment Table (attacker on top, defender on side)

	SL	LW	STR	MS	HS	MW	LH	MH	AH	SH	MgH
SL	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
LW	0	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
STR	0	0	1K	2K	3K	4K	5K	6K	7K	8K	9K
MS	0	0	0	1K	2K	3K	4K	5K	6K	7K	8K
HS	0	0	0	0	1K	2K	3K	4K	5K	6K	7K
MW	0	0	0	0	0	1K	2K	3K	4K	5K	6K
LH	0	0	0	0	0	0	1K	2K	3K	4K	5K
MH	0	0	0	0	0	0	0	1K	2K	3K	4K
AH	0	0	0	0	0	0	0	0	1K	2K	3K
SH	0	0	0	0	0	0	0	0	0	1K	2K
MgH	0	0	0	0	0	0	0	0	0	0	1K

Full Body Attacks

Stomp – Used to squish gun emplacements, cars, and unfortunate bystanders. If the attack succeeds, the target is no more. If used on a prone mecha, use kick rules instead. –5 WA

Tackle – Knocks the defender into the next hex and he loses one action. Causes no damage. Attacker must have arms. +1 WA

Ram – Inflicts damage to both the attacker and defender based on the attacker's mass +1K per 2MA moved that action (takes up only one action to ram). The heavier mecha is left in that hex after the attack, with the lighter one bounced into an adjacent hex.

Rammer	**Target Damage**
1-29 tons	3K to each
30-49	4K
50-69	5K
70-79	6K
80-89	7K
90-99	8K
100+	9K

Drop – This a dropkick onto the target from above. Inflicts the same damage as a ram, but the attacker takes no damage. Attacker must have legs. –2 WA

Cross-Scale Combat

There are seven scales of size used in Macross. Quite often characters will find themselves fighting opponents of a different scale, such as variable fighters against a capital ship or humans against macronized Zentraedi.

First, the GM must identify which scale the attacker and defender are in, and then compare them to the chart to see what WA modifier they get.
Tiny – includes small animals, some drones and toddlers
Human – includes all micronians
Roadstriker – includes macronized Zentraedi
Mekton – includes all but a few mecha
Corvette – includes shuttlecraft and some smaller scout ships
Starship – includes the bulk of capital ships
Excessive – includes a few Zentraedi vessels and automated factory satellites
Planetary – it could happen

Out of Scale Modifiers

As shown by the table, this gives mecha a fairly decent chance against capital ships; the +6 bonus helps a mecha to score armor-ignoring shots fairly regularly (see Starship Combat rules below), assuming they can survive the CIDS or inflict enough damage to matter. While a human is almost guaranteed a critical hit against a starship, he has to have a weapon capable of inflicting sufficient damage (must inflict Kills damage).

Attacker vs. Target	**Mod**
Man vs. Roadstriker	+3
Man vs. Mekton	+6
Man vs. Ship	+12
Roadstriker vs. Man	-3
Roadstriker vs. Mekton	+3
Roadstriker vs. Ship	+9
Mekton vs. Man	-6
Mekton vs. Roadstriker	-3
Mekton vs. Ship	+6
Ship vs. Man	-12
Ship vs. Roadstriker	-9
Ship vs. Mekton	-6

Out-of-Scale Weapon Accuracy

Abbreviated as OSWa, when one scale attacks different scale, there are bonuses or penalties based on the size difference. What if you are using a weapon that is not your scale? For instance, some mecha have anti-personnel machineguns that inflict Hits of damage. How does this work?

Using a weapon of a smaller scale: When you attack with a weapon that is of a smaller scale than what you are currently attacking as, you ignore penalties but you gain no bonuses.

Example: You are piloting a destroid (x1 scale) with an anti-personnel (x1/10 scale) machinegun at some infantry. If you were to fire a particle beam cannon (x1 scale) at them, you would have a -6 penalty to hit, but if you are firing the machinegun at them you would have a -0 penalty because that weapon is scaled to infantry. If you were to fire that same machinegun at another mecha, you would be at +0; you don't get the +6 bonus to hit for the cross scale difference.

Using a weapon of a larger scale: When you attack with a weapon bigger than your scale, you still use the cross scale bonus.

Example: If a macronized Zentraedi (x1/5 scale) were to pick up a GU-11 gunpod (x1 scale) and fires it at the VF-1 (x1 scale) that dropped it, he would keep his +3 bonus for cross scale instead of being +0 for Mekton vs. Mekton. If he were to shoot that same gunpod at human (x1/10 scale) he would take the normal -3 penalty for cross scale even though he is firing a x1 scale weapon.

This way, out-of-scale weaponry can serve the purpose they were intended for while bypassing the min-max abuse that could surface.

Although they do not appear in Macross, the Mospeada mecha from Genesis Climber Mospeada are a prime example of this rule. They are considered roadstriker (x1/5 scale) mecha equipped with Mekton (x1 scale) weapons to give them the firepower needed for fighting the Inbit while retaining their cross scale bonuses. They can fire Kill rated weapons at x1 scale mecha and get a +3 bonus to boot.

Near Misses

The out of scale modifiers would seem to indicate that humans are extremely difficult to hit by mecha weaponry. To an extent, they are. However, most mecha provide enough bonuses to offset this penalty. Furthermore, if someone in a mecha shoots at a human and ties with the defense roll or fails by up to 2, he scores a near miss.

A near miss means the attacker hits within 50m of the human target (use the indirect fire deviation table) and inflicts half damage to the target. If the near miss is with a weapon with a blast radius, the human target takes full normal damage.

Also, a mecha can attempt to pick up or stomp on a human-sized target. If the mecha makes a successful stomp, the target is instantly reduced to a thin paste on the bottom of the mecha's foot. A human picked up by a mecha can attempt to escape during his turn, but the mecha pilot can opt to crush him before the target can escape. Those wearing 1/10 scale power armor get their full armor value (if that makes a difference).

Hits vs. Kills vs. Hits vs. SDP

Unlike in the Palladium version of the game (SDC vs. MDC), a weapon that inflicts Hits damage *can* harm a mecha with Kills armor – it just takes a lot more damage to get past the armor's SP. Every 25 Hits will inflict 1 Kill of damage, and vice versa. The only real difference is that Hits-scale weaponry will not cause Kills armor to ablate even if the attack penetrates (it's assumed the attack slipped in between the armor sections). SDP is the same as Hits, but applies to non-living things.

Note that any Hits damage rolled that does not do a full 25 points are lost, eliminating the need to keep track of "nickel & dime" damage. For instance, a weapon that inflicts Hits damage is used to attack a damaged mecha with only SP2 left on the armor. The weapon rolls 80 damage (work with me here). The first 50 are shrugged off by the armor since it's the equivalent of 2K damage; and the armor does not ablate from Hits damage. This leaves 30 Hits to get through. Since 1K equals 25 Hits, the servo takes 1K of damage. This leaves 5 Hits of damage that are "lost".

Conversely, if a weapon that inflicts Kills is used against a target with Hits, it is highly likely that the target will be destroyed outright. Armor ablates equal to the converted Hits damage. For example, a mecha fires a IRM at a conventional tank. The tank has 225 SDP with SP 360 armor, and the IRM inflicts 7K of damage. Convert the damage to Hits, which is x25 for 175 damage. The armor stops the damage but is reduced by 175. Next round, the mecha fires another two IRM at the tank (just to be sure) for another 350 Hits. The armor's SP is currently 185, reducing the damage to 165 that gets into the structure. The tank now only has 60 SDP left and effectively has no armor. At this point the tank most likely has taken a critical hit or two and is out of commission.

Kills to Hits Dice Conversion

It has already been established that any Kills weapon converts to Hits at a rate of 1K to 25 Hits. Most conventional weaponry that inflicts Hits is given in dice to make a more random level of effectiveness. Simply convert every 5 Hits of damage into 1d6 or convert the total possible damage into dice that come close to the total. For example, a 2K weapon inflicts 50 Hits, which can be rolled up as 8d6 or 5d10. Typically man-sized weapons use d6 while vehicle or support weapons get d10. The fixed damage rate is to keep the game quick and simple.

Mekton Scale vs. Roadstriker Scale

Aside from the bonus/penalty to hit due to the size differences, roadstrikers get a +5 MR bonus for initiative rolls against Mekton scale mecha. This bonus also applies to macronized Zentraedi fighting Mekton scale mecha.

Pitching a Roadstriker

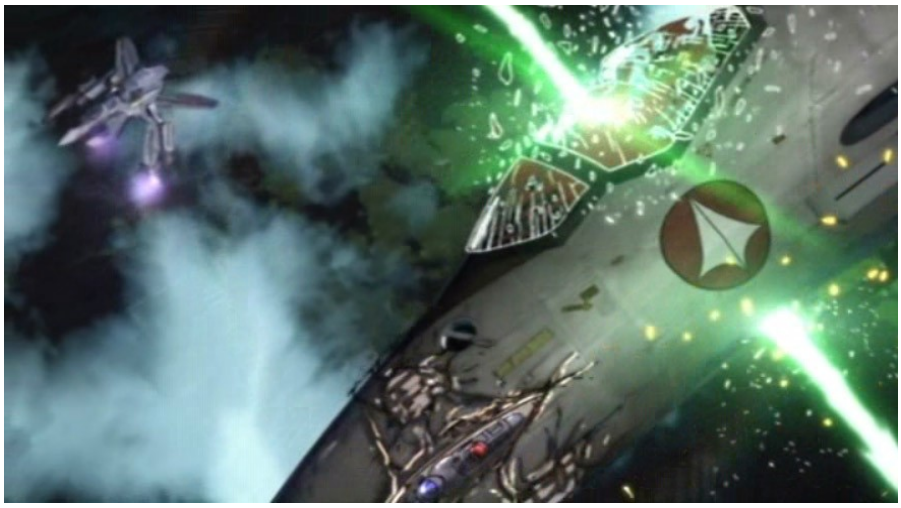
Sometimes a Mekton-scale mecha will pick up a roadstriker and throw it at another opponent. The damage is the roadstriker's ram damage plus bonuses for the mecha's arm servo and hydraulics.

Damage

Once an actual hit is rolled and BV is determined, then damage is applied. There are two methods for this. First, if a called shot was made, the full damage is applied to the location of the called shot. If no called shot was made, the attacker rolls on the following chart to determine where the attack struck.

Hit Charts & Special Damage Tables

All hits roll on the mecha random hit chart (unless it was a called shot) first.



Mecha Random Hit Chart

1d10	Result
1	Head
2-3	Torso
4	Pod*
5-6	Right Side Limb
7-8	Left Side Limb
9	Other*
10	Roll on Special Chart

* If there is no Pod, the attack hits the Torso. Other includes tails, wings and such.

Special Hit Locations

1d10	Result
1-2	Weapon (random, gets armor SP)
3	Sensors (gets armor SP)
4	Flight System (gets armor SP)
5	Shield Mount (no armor SP)
6	Other*
7	Cockpit (gets armor SP)
8-9	Roll on Cinematic Chart
10	Powerplant (gets armor SP, ½ damage to servo)

* Other counts any other subassemblies such as storage compartment, micromanipulator arms, and the like. The servo the assembly is in suffers ½ damage.

Cinematic Hit Locations

1d10	Result
1	Hydraulics hit. Random limb takes ½ damage and ceases to function. VF cannot transform.
2	Blunt hit. Torso takes ½ damage, but damage is considered double normal for knockback.
3	Sensor overload. Servo housing main sensors takes ½ and sensors are out for 1d6 rounds.
4	Flight system. Lose flight/GES/jumpjets for 1d6 rounds and servo takes ½ damage.
5	Thruster malfunction. Next turn you can only move forward at full possible flight speed and hope there is nothing in the way. Servo takes ½ damage.
6	Ammunition explosion. One random stock of ballistic or missile ammo explodes and inflicts damage to the servo first, then the armor.
7	Random weapon or system malfunctions for 1d6 rounds and servo takes ½ damage.
8	Controls jam. All actions are at -2 until repaired (Basic Tech at Diff 15) and servo takes ½ damage. VF cannot transform until repaired.
9	Systems shutdown. Mecha is shut off until next round and torso takes ½ damage.
10	Powerplant overloads. Fuses blow and the mecha is shut down until serviced by a fully outfitted repair facility.

Special note for variable fighters: Although the powerplant and flight systems & thrusters are technically the same piece of hardware, they have been built in such a way that the thrusters could be knocked out without affecting the powerplant; although knocking out the powerplant also knocks out the thruster in that unit.

Crits and Mega Crits

If your attack exceeds the target's defense by 5 or more points, you score a critical hit. What this means is that you get to *choose* which table you roll on above. If you choose the cinematic hit location, the target still gains full SP.

If your attack exceeds the target's defense by 10 or more points, you score a mega critical hit. What this means is you get to *choose* which table you roll on above, and they get no SP; represents you hitting the Achilles' Heel.

Armor and Protection from Damage

There are two important factors regarding protection from damage in Macross: stopping power and staged penetration.

Stopping Power

All types of armor have an SP rating to indicate how much damage it can block from getting past to the person or servo it covers. Attacks that inflict more damage than the armor can stop are still slowed enough that not all of the damage gets through. For example, a mecha with SP5 armor is hit by a 7K plasma gun; the armor will stop the first 5K of the weapon, letting only 2K get past to the servo behind the armor.

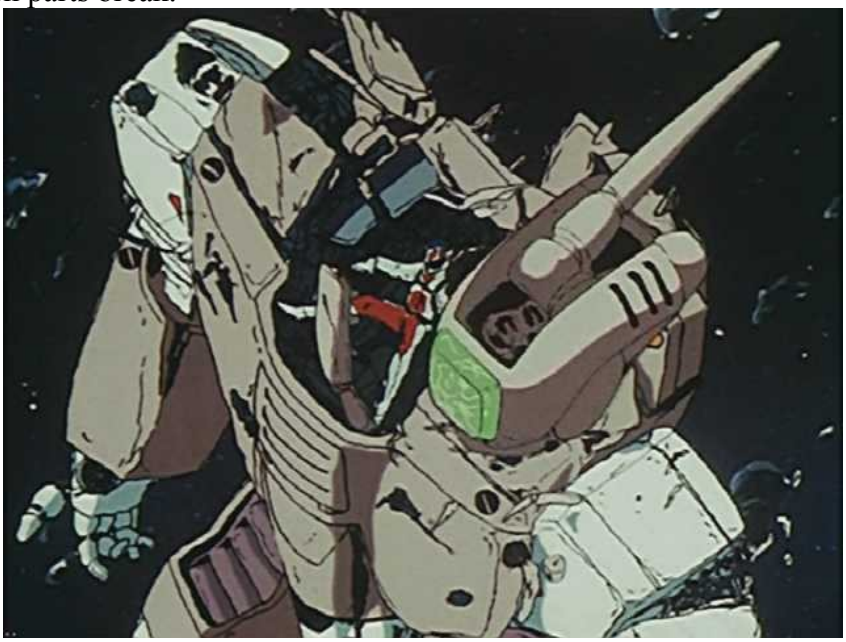
Staged Penetration

Armor in Macross works on the concept of staged penetration. Each time the armor is hit by an attack that inflicts 1K of damage or more, the armor in that location has its SP lowered by 1 regardless of whether or not the armor stops the hit or not. When the armor's SP is reduced to 0, then there is effectively no armor left on that servo.

Ablative armor is cheaper and not as durable, losing SP equal to the power of the attack that hit it. Thus if an ablative armor covered arm is hit by a 3K attack, it loses 3 SP of armor. More advanced armors (Alpha, Beta and Gamma) take stronger attacks than standard armor to cause armor to break off. To get staged penetration on these armors requires attacks of 2K, 4K and 8K respectively.

Mecha Damage Results

When parts break.



Servos

When a servo reaches 0 Kills, it is reduced to a mangled wreck of metal and exposed wiring and effectively loses all weapons and subassemblies in that servo. If the cockpit is in a servo reduced to 0 Kills, the pilot must make an emergency eject roll or be killed.

Pod

A pod has no Kills of structure, although any subassemblies in it might. If a pod's armor is reduced to SP 0, it offers no further protection to any contents.

Sensors

When a sensor suite is destroyed, the mecha suffers a -4 to all rolls unless it has a backup or second system (-2 if it has a canopy).

Weapons

When a weapon is reduced to 0 Kills, it is nonfunctional and cannot be used to attack or parry. Weapons that contain an internal ammunition clip may or may not be subject to an ammunition hit at the GM's discretion.

Treads or Wheels

When reduced to ½ of their Kills, the system stops working until the pilot takes a time out and makes a Basic Tech roll at DV 15. At 0 Kills they are destroyed.

Propulsion Systems

Propulsion systems themselves have no Kills and are quite fragile. Since almost all mecha have their propulsion systems split between multiple locations (usually both legs) taking a propulsion system hit calls for a random decision which section of the propulsion system is hit. Regardless of how many spaces that part of the propulsion system takes up, a single hit trashes the whole section and the mecha loses however much MA that section provided.

For instance, a VF-11C has 12.5 MA in each leg thruster. If one takes a propulsion system hit, the mecha randomly loses the thrusters in one leg and is reduced to half of its MA; it may also have flight complications within an atmosphere.

Powerplant

Powerplant hits are very bad for a mecha. On a powerplant hit, the pilot rolls 1d10 and on a 1 (5 or less for hot engines), the powerplant detonates. If the powerplant does not explode, the XS increases by 1 (2 for cold, 6 for hot). If it is hit again, it keeps increasing until the XS reaches 10 and will automatically explode on the next hit.

If the powerplant explodes, the pilot must make an emergency ejection roll. The mecha's explosion functions as an area effect blast weapon inflicting 1d10 Kills to the hex it is in as well as the surrounding 6 hexes if it is a cold engine (Blast 1). Hot engines inflict 2d10 Kills to this same area, and then 1d10 Kills to the next ring of 12 hexes around those six (Blast 2).

Keep in mind almost all powerplants in Macross are considered "hot".

Cockpit Hit

With a cockpit hit the mecha only gets full armor SP if it is fully armored. A canopy only provides 2K protection regardless of the rest of the armor, and a saddle cockpit provides absolutely no protection. A pilot can make an emergency ejection roll on a cockpit hit if he wishes. A VF with its retractable heat shield extended has some minor protection against cockpit hits.

Additive or Multiplier Systems

These cannot usually be damaged unless they have a Kills rating listed. If there is no Kills to a system, it functions until the mecha (or servo) is destroyed, the mecha loses power, or other conditions are met (such as with active stealth).

Verniers

These cannot be targeted normally. If a servo with verniers is destroyed, the mecha loses that many verniers. Reduce the mecha's MV and MR to match the level of maneuverability provided for the remaining verniers.

Almost all variable fighters and other mecha only have 0.1 worth of verniers, meaning that loss of any servo with them will impose a -1 MV.

Knockback

Whenever a mecha is hit by a mecha-scale weapon, there is a chance the mecha suffers knockback from the attack. Mecha do not suffer knockback from taking damage from Hits weaponry. Knockback is checked for *every attack*, not for the total damage. However, the effects of knockback only apply for one turn (you suffer only the worst knockback effect for that turn).

Kills	Effect
1.3	No effect
4.6	Roll Stun/Shock or lose 1 action from the force of the attack
7.8	Lose 1 action from the force of the attack
9.10	Knocked down, lose 1 action
11.12	Knocked down and thrown back 1 hex, lose 1 attack
13.14	Knocked down and thrown back 1 hex, lose 2 attacks
15+	Knocked down and thrown back 2 hexes, lose 2 attacks

Weight	Adjustments
1-19 tons	Move down table 2 ranks (more knockback)
20-39 tons	Move down table 1 rank
40-69 tons	No adjustment
70-89 tons	Move up table 1 rank
90+ tons	Move up table 2 ranks (less knockback)

Multiple Hits

When struck by multiple hits from a single attack, say from a weapon with BV, you do not add together the damage for knockback. Instead, you take the damage of one hit, and multiply it by the Knockback Modifier (KM) below to determine the effective damage of the knockback. The KM is equal to the square root of the number of hits scored; or just look at the handy chart provided.

Hits	KM	Hits	KM

1	x1.0	15-16	x4.0
2	x1.4	17-18	x4.2
3	x1.7	19-20	x4.4
4	x2.0	21-22	x4.7
5	x2.2	23-24	x4.9
6	x2.4	25-29	x5.0
7	x2.6	30-34	x5.5
8	x2.8	35-39	x6.0
9	x3.0	40-44	x6.5
10	x3.2	45-49	x7.0
11-12	x3.5	50+	x7.5
13-14	x3.7		

Example: A mecha is hit by a GU-15 and all five hits are scored. The damage is 3 Kills per hit. Five hits gives a KM of x2.2. The knockback is calculated as if 7 Kills were inflicted (3 x 2.2 = 6.6, round up to 7).

Falling Down

When a mecha falls (from being knocked off a cliff, losing thrusters while in flight, etc) it takes base damage as if it made a ram attack, +1K per 2 hexes fallen. Falling mecha move at MA8 straight down. After crashing, roll 1d10 to see how the mecha lands:

1d10	Lands
1	Upright (damage to legs first)
2-6	On your back
7-10	On your face

Emergency Ejection

If a mecha takes a critical hit to the cockpit, powerplant or other important spot, the pilot can attempt to eject before the mecha explodes or he is killed. The player can spend luck points like normal, but has to spend them before the roll. If the player permanently expends a luck point on this roll for an automatic success, assume the player gets a score of 12.

AGIL + 1d10	Result
1-5	You are vaporized without knowing what hit you.
6	You get to scream and feel some pain before you go (lucky you).
7	You get to yell the name of a loved one, then die.
8	You get a small flashback to the happiest moment of your life.
9	You get to make a short, heroic speech… then explode.
10	You have time for a long heroic speech and a flashback before you die.
11	You escape with major wounds; 1d6 Hits to all locations.
12	You escape with minor wounds; 1d3 Hits to all locations.
13+	You escape unharmed.

Modifiers

Cockpit in head servo	+2
Escape a self-destruct	+4
Escape a powerplant hit	-2
Escape a cockpit hit	-4

No escape pod or ejection -6

Variable Fighter Damage Notes

Since variable fighters have two or three forms, the damage tables may not always make sense for the form the VF is currently in.

Arms

Most variable fighters have the arms tucked under the fuselage in fighter form. In gerwalk form, the arms can either be tucked underneath as with the fighter form, or can be extended out to the sides for use. If an arm is rolled on the hit chart when the arms are tucked underneath, but the attack came from above, roll a d10 (1-7 torso is hit, 8-10 tail is hit). Models with a left arm-mounted ballistic shield are hit on the shield on an arm hit from above while in fighter mode or gerwalk mode with the arms retracted.

Exceptions: The VF-22 arms are tucked inside the torso in fighter form. All arm hits automatically strike the torso while in fighter form. The VF-17 and VB-6 have the arms on the upper side of the fuselage, so reverse the angle for determining if the arms are hit in fighter form.

Legs

Most variable fighters have the legs tucked underneath and to the rear in fighter form to provide main thrust for the VF to fly. The gerwalk form has the legs extended down as normal. If the legs are rolled on the hit chart while in fighter form and the attack came from above, roll a d10 (1-5 leg is hit, 6-8 torso is hit, 9-10 tail is hit).

Exceptions: The VF-22 legs are tucked inside the torso in fighter form. All leg hits automatically strike the torso while in fighter form. The VB-6 legs become the sides and wings.

Wings

Most variable fighters have the wings tucked into the back of the mecha in battroid form. If a wing hit is rolled on the chart while in battroid form, the attack automatically strikes the torso unless it originated from behind the mecha.

Exceptions: The VF-19 series has the wings folded back along the outside of the legs in battroid mode like skirt flaps and may be hit normally. The VF-4 and SV-51 have the wings folded along the shoulder and may be hit normally. The VB-6 has no “wings” per se: any wing hit is considered a leg hit.

Head

All variable fighters keep the head of the mecha tucked into the middle of the upper fuselage or the underside next to the shoulder connections while in gerwalk or fighter forms. If a head hit is rolled on the chart while the mecha is in fighter or gerwalk form (and the attack comes from above or below as appropriate), roll a d10:

Head is underneath: 1-2 head is hit, 3-6 an arm is hit, 7-10 torso is hit

Head is above: 1-2 head is hit, 3-10 torso is hit.

Weapons

Many weapons are open in all modes to get the best use of them. Gunpods are typically carried on a weapon mount on the underside of the fuselage in fighter and gerwalk form (unless the gerwalk is using the gunpod as a hand-held weapon).

Exceptions: The VF-22 and VF-17 carry their gunpods in internal weapon bays due to their stealth functions. If a gunpod is hit while in fighter or gerwalk mode (assuming the weapon is stowed), roll a d10: 1 gunpod is hit, 9-10 leg is hit.

The G-Factor [Gundam Factor]

In many mecha anime, there are multitudes of mecha that blow up with a single shot. This is an optional rule that is intended mainly for handling the hundreds or thousands of "background" mecha the characters may be up against.

The rule is simple. Roll 1d10 each time an attack penetrates armor by at least 1K. If the roll is higher than the remaining servo Kills, that servo explodes. Short and sweet. This rule should never be used against the player characters. For different sized targets, simply "scale" the dice as appropriate (1d10x10 if penetrated by 10H or more for human, 1d10x10 if penetrated by 10K or more for corvette, 1d10x100 if penetrated by 100K or more for starship, 1d10x1000 if penetrated by 1000K or more for excessive).

Roadstriker Rules

For the most part, roadstrikers use the same rules as Mekton scale mecha, but have some minor changes because of their size differences. Macross itself showed no roadstriker class mecha, but this table finds use in the Macross 2050 sourcebooks such as Southern Cross and Mospeada.

Roadstriker Dismemberment Table (attacker on top, defender on side)

	SL	LW	STR	MS	HS	MW	LH	MH	AH	SH	MgH
SL	5H	10H	15H	20H	25H	30H	35H	40H	45H	50H	55H
LW	0	5H	10H	15H	20H	25H	30H	35H	40H	45H	50H
STR	0	0	5H	10H	15H	20H	25H	30H	35H	40H	45H
MS	0	0	0	5H	10H	15H	20H	25H	30H	35H	40H
HS	0	0	0	0	5H	10H	15H	20H	25H	30H	35H
MW	0	0	0	0	0	5H	10H	15H	20H	25H	30H
LH	0	0	0	0	0	0	5H	10H	15H	20H	25H
MH	0	0	0	0	0	0	0	5H	10H	15H	20H

AH	0	0	0	0	0	0	0	0	5H	10H	15H
SH	0	0	0	0	0	0	0	0	0	5H	10H
MgH	0	0	0	0	0	0	0	0	0	0	5H

Knockback

Whenever a roadstriker is hit by a roadstriker or human scale weapon, there is a chance the mecha suffers knockback from the attack.

In the case a roadstriker is hit by a Mekton-scale weapon, convert Kills to Hits as normal and then add 10 to the total to determine knockback from Mekton scale weapons. Keep in mind the rule for multiple hit knockback as above.

Hits Effect
5.15 No effect
20.30 Roll Shock/Stun or lose 1 action from the force of the attack
35.40 Lose 1 action
45.50 Knocked down, lose 1 action
55.60 Knocked down and thrown back 10m, lose 1 action
65.70 Knocked down and thrown back 10m, lose 2 actions
75+ Knocked down and thrown back 20m, lose 2 actions

Weight Adjustments
0.1-1.9 tons Move down table 2 ranks (more knockback)
2.0-3.9 tons Move down table 1 rank
4.0-6.9 tons No adjustment
7.0-8.9 tons Move up table 1 rank
9.0+ tons Move up table 2 ranks (less knockback)

Ram Table

Rammer	Target Damage
0.1-2.9 tons	15H to each
3.0-4.9	20H
5.0-6.9	25H
7.0-7.9	30H
8.0-8.9	35H
9.0-9.9	40H
10.0+	45H

+5H per 2 hexes traveled

Starship Rules

These rules include corvette, starship and excessive scale vessels and some of the largest mecha.

Starship vs. Starship Combat

Most battles between capital ships are over in just a few short minutes. The sheer firepower that most capital ships can bring to bear will shred another capital ship in minutes, even with a pinpoint barrier. A fleet vs. fleet battle will typically last longer

since there is more to be destroyed and it is not uncommon for multiple capital ships to all target the same opponent which will waste shots. A flagship will typically have the "Invincible" trait, which prevents it from being destroyed casually (see Tech Manual for details on this).

Ship Initiative

Typically a ship will act after all other mecha have taken their actions, although the players' ship will get to roll initiative. Multiple ships can roll initiative to determine which among them acts first (or roll once for each side in a fleet vs. fleet battle).

Ship Actions

Since a ship has an entire crew to make it function, a ship is not limited to the number of actions it may take other than weapon firing rates. During a single combat round, a ship can do any or all of the following:

- Move its full engine MA
- Launch/recover mecha up to 1/10th of its total compliment
- Fire any or all main weapons
- Use pinpoint barriers to deflect incoming attacks
- Use CIDS to attack mecha that get too close

Ships do not take extra action penalties since each function is handled by one or more crewmembers and the assistance of the ship's systems.

Capital Ships & Dodging

When people and mecha dodge, they completely avoid damage unless the weapon has a blast radius. Capital ships are too bulky to dodge entirely, however on a successful dodge/evade roll, a capital ship can turn just enough to take a glancing blow and only suffer half damage. Typically a capital ship will rely on its PPB system to ward off attacks.

Capital ships get to make a defense roll against mecha attacks for the purpose of determining if a mecha scores a critical hit.

Heavy Particle Beam Cannon vs. Pinpoint Barrier System

This massive weapon can destroy small fleets with a single shot. A pinpoint barrier system can block all damage from one if 4 or more individual shields are layered to block the beam. The PPB operator must make a Reflector Systems + AGIL + 1d10 roll against a DV 20 to succeed; failure means the barriers were not stacked in time and that capital ship is now space dust.

Light PPB systems will automatically be fused and require major reconstruction (2d10 days). Medium PPB systems will be fused as above on a 1-6 on 1d10, otherwise they can be reset in 4d10 rounds. Heavy PPB systems will be fused as above on a 1-3 on 1d10, otherwise they reset in 2d10 rounds. Omnidirectional barriers will not fuse and only take 1d6 rounds to reset.

Missile Swarms vs. Mecha

When a starship fires a volley of missiles at a group of mecha, 1d4 missiles for every 10 to 20 fired will lock onto each available target, up to the amount fired. If a

capital ship fires a volley of missiles and there is only a single target nearby, 50% of the missiles fired automatically lock onto their target. Missiles use the same defense rules as above, there's just more of them.

Ship Damage Results

When a ship takes a hit, the Hull automatically takes the shot unless there is a called shot for another location. If the attack roll beats the defend roll (shields or maneuvering turn) by 5 or more, a Critical Hit is scored and the following table is used:

1d10	Ship Hit Location
1.3	Random Weapon
4	CIDS or phalanx system
5-6	Sensor Array
7-8	Engines
9	Crew
10	Powerplant

Weapon

One of the ship's weapon systems (determine randomly) takes the hit instead of the ship's Hull. However, the weapon does get full armor SP. When a weapon system is reduced to 0 Kills, it is destroyed. Optionally, small turret weapons get $1/10^{th}$ the normal SP of the ship. Keep in mind that most capital ships have dozens or hundreds of weapon systems.

Special note about heavy particle beam cannons: because of the energy capacitors of such a massive weapon, treat the destruction of this weapon as a powerplant hit at XS 5 (8 if fully charged to fire).

CIDS

Each time the CIDS takes a hit, it suffers a –1 WA. When the WA reaches –10, the system is disabled. The CIDS gets full armor SP.

Sensor Suite

Each time the sensors are hit, the ship suffers –1 WA to all weapons, excluding the CIDS. When the system reaches –10 WA, the ship loses all fire control. Sensors get full armor SP.

Engines

Each hit on the engines reduces the ship's MA by 1d6. When the ship's MA reaches 0, it is "dead in the water". Engines get full armor SP.

Crew

Each crew hit causes the ship to lose 1 off of all dice rolls due to loss of internal control. If the penalty equals the crew bonus (such as D-Grade getting to –8), then the ship lacks sufficient crew to do anything other than maintain critical systems. If the penalty exceeds this value by 4 or more, the entire crew is considered to be dead.

Powerplant

Powerplant hits are resolved the same as those for mecha, although ship powerplants are *always* considered to be Hot (XS 5). Powerplant hits get full armor SP.

G-Force

Flight requires consideration of three major factors. The first is the vehicle in question. Even the best pilot in the galaxy is in grave danger if there is a major electrical or mechanical failure. The second is oxygen. At higher altitudes, the air is too thin to breath, and obviously there is none in space. All UN mecha have pressurized cockpits as well as a flight suit with emergency air supply, while original Zentraedi mecha have just the air supply in their armor. The third consideration is physics.

The G-forces can easily be thought of as a weight multiplier. For instance, at 3 Gs, a 58.5 kg man effectively weighs 175.5 kg. Now this means when performing high-G maneuvers, it can force blood away from the pilot's brain and cause blackouts. A pressurized flight suit has air bladders, or more sophisticated systems in later years. These bladders press against the body during high-G maneuvering, which in turn forces the blood back to the brain.

How much can a person take before it's too much? Consider an average person with BOD 4-5. This person can handle 3 Gs safely. At 4 Gs, he's pretty much just along for the ride. At 5-6 Gs they will start to get tunnel vision and there will be static at the corners of the eyes, and concentration becomes difficult (-3 all skill/stat checks). At 7-8 Gs, the pilot will pass out. At 9-10 Gs, the pilot will feel the hurt and take 1-2 Hits per round to each body location from internal damage. Anything over 10 Gs will inflict 1d6+2 Hits (per G over 10) per round to each body location and is considered lethal. This damage can be reduced through body toughness, but ignores any kind of armor.

A proper flight suit allows the pilot to withstand 7-8 Gs for hours at a time, and up to 10 Gs for 1-2 turns at a time. Zentraedi and Meltrandi are designed to be tougher. Half-blooded Zentraedi can withstand +1 G to each threshold. Full-blooded Zentran can withstand +2 G to each threshold and full-blooded Meltran can withstand +3 G to each threshold. Thus a full-blooded Meltran ace pilot can withstand up to 13 Gs before it becomes lethal (14+ Gs).

Ok this all assumes Joe Average with BOD 5 is a pilot. What about the tougher or weaker guys?

BOD	Safe	Ride	Strain	Blackout	Hurts	Lethal
1-3	2	3	4-5	6-7	8	9+
4-5	3	4	5-6	7-8	9-10	11+
6-8	4	5	6-7	8-9	10	11+
9-12	5	6	7	8-9	10	11+
13-16	5	6-7	8	9	10	11+
17-20	6	7	8	9	10-11	12+

These modifiers stack. Thus, a full-blooded Meltran ace with 12 BOD can withstand 14G before its lethal.

Mecha

Ok what about mecha? Almost all variable fighters have a G-force tolerance listing. Even if a pilot can withstand high G forces due to stamina and pressurized flight suits, the mecha might not be able to handle the same stress on its joints and structure.

For each turn that a mecha is exceeding its maximum G-force tolerance, it suffers 1K damage to each location affected per 1 G over limits due to sheering effects and possible atmosphere friction. Advanced armor takes this damage once per number of turns in accordance to its class (alpha takes 1K every 2 turns, beta takes 1K every 4 turns, gamma takes 1K every 8 turns, ablative takes 2K every turn).

For an example, see Guld's fight with the X-9 in Macross Plus.

Outer Space

When fighting in outer space, certain considerations must be made. Further optional rules concerning environmental hazards of space will be found in Sourcebook 3: The Galaxy.

Capital Ships

It's assumed they were designed for use in space and have no modifiers. However if a naval vessel ends up in space, such as the Prometheus and Daedelus, they cannot move under their own power and will drift in a random direction. Attacks of 10K per hull class or stronger will knock the vessel in the opposite direction at 1 MA per 10K, as will Blast weapons that catch the vessel in the radius of effect (smaller blasts do cause the ship to move, but it's negligible).

Mecha

Most mecha have space environmental modifications, so surviving in space is not much of a concern. Those few atmosphere-only mecha ending up in space will suffer a -2 penalty to MR and MV due to the lack of micro-verniers to stabilize their movements. Furthermore, if the servo containing the cockpit (typically torso) is breeched (any hit that penetrates the armor) the pilot must roll LUCK at DV 12 or be exposed to hard vacuum and die unless they are wearing a sealed space suit or flight suit (see below). Firing a ballistic weapon or missiles will cause the mecha to move in the opposite direction at a MA equal to the Kills of weapons fired. The GM may ignore this if only laser weapons are fired if he wishes.

A mecha that has no thrusters but has verniers can fly at a MA equal to the multiplier cost of that mecha's verniers (i.e. a mecha with x0.2 cost for verniers can fly at MA 2 in space). A mecha with no verniers but has thrusters suffers a -2 MV penalty to flight rolls, which is cumulative with the penalty for not having space environmental modifications. Mecha with neither will be knocked adrift by attacks and move at a MA equal to the Kills of damage inflicted; if the mecha has either, the combat computer will automatically engage them to counterbalance the effect.

People

Obviously a person exposed to hard vacuum without a space suit will die in a number of rounds equal to half their BOD stat*. Macronized Zentraedi can survive for a number of rounds equal to their BOD stat due to their tougher bodies. Macronized

Zentraedi high command are genetically enhanced to withstand such punishment and can survive for a number of rounds equal to 1.5x their BOD stat. When exposed to hard vacuum, a person takes 1d6 Hits to all body locations per round from radiation and flash freezing; meaning the person could die from injuries long before he asphyxiates, although a macron would likely survive it.

People in space must either rely on vernier thrusters or use the Zero-G Movement skill to get around. Without thrusters, a person can move no more than MA 1 in space or in a capital ship without artificial gravity. Those with the Zero-G Movement skill may make a skill check at DV 15 to move at half their base MA (round up).
*If you want the more realistic and grizzly numbers, refer to Sourcebook 3 for galactic hazards.

Ground Vehicles

If any of these are put into space, they are most likely going to drift uselessly since they aren't designed for use in space. Treat them as mecha with no verniers or thrusters. Don't forget there would be no oxygen for the internal combustion engines to work with and the gasoline would likely freeze or turn to gel.

Aerial Vehicles

Such vehicles are designed for use in an oxygen-based atmosphere and will be powerless in space, especially helicopters. Even if the vehicle in question has a thermonuclear powerplant like a mecha, most do not have space environmental sealing.

Underwater

Water-based combat also has some special rules. This can include fighting in deep marshes or swamps as well as open bodies of water. Assume any combat in waters up to the combatants' waist level is "underwater" except for weapons above water level.

Weapons

Weapons underwater are typically less effective than they are elsewhere. Projectile weapons have their damage, range and speed reduced by half, and the water disrupts the path of fire so that the weapon suffers a -2 WA penalty. Flamethrowers, flare/smoke/gas missiles and similar weapons are ineffective underwater. Missiles of other types have their range, damage and speed reduced by half, but automatically gain Blast 1 or +1 to existing Blast radius. Energy weapons are reduced to an effective range of 4 (200m) and inflict 1K less damage for every hex (50m) traveled. Melee damage is also reduced by 2K. Aquatic torpedoes are designed for such use and suffer no penalties.

Capital Ships

Almost all capital ships are designed to land in water and remain afloat, and will do so as long as they have not taken more than ½ of the hull's total Kills in damage. Capital ships sitting in water can use their secondary engines to move them at roughly 10 knots for docking with other ships. If they need to move long distance or faster, it is more efficient to use the antigravity drive to leave the water and land elsewhere.

Mecha

Most mecha are capable of surviving depths up to 100m, but do not function well underwater. All movement, whether it is leg servos or thrusters, is reduced to 1/3 normal MA. Destroids and other mecha without thrusters cannot swim or move other than having to sink to the bottom and walk out or be dredged out by a recovery craft. Mecha without verniers suffer a -2 MR penalty.

If a mecha without underwater environmental sealing takes damage to the torso servo while underwater the mecha will begin taking on water and will start to sink unless it surfaces immediately. Mecha without underwater sealing suffer a -2 WA penalty on all attacks, which adds to the penalties listed under the weapons.

Conventional Vehicles

Any naval vessel such as boats and submersibles are designed for water use and ignore water penalties. If other vehicles without the amphibious trait enter the water, such as cars or airplanes, they will begin to sink immediately. This causes engines to swamp with water, the crew compartment floods, and electronic equipment is fried. Once such a vehicles sinks, it is a goner.

Amphibious & Submersible Craft

Some APCs and aircraft are designed to float on water, and will be able to float as long as they haven't taken external damage below the waterline. Submersible vehicles will always have underwater environmental sealing, and will likely also have high pressure environmental sealing. Mecha and vehicles without high-pressure sealing will suffer an additional 2K damage to any attack that penetrates their armor as the pressure continues to crumple in the armor around the breech.

Chapter 6 – Spiritia

Spiritia is a spiritual life energy found in most life forms – animals, plants, people… And before the conclusion of the Varauta/UN Spacy war, the Protodeviln needed to steal it to survive. This brings in a new stat:

Spiritia [SPIR] is a character's ability to store and use spiritia energy within themselves. All people are assumed to have a SPIR rating of 1, although it doesn't cost any points and doesn't need to be recorded on the character sheet. This is to represent their natural ability to heal both physically and mentally. Characters also have a secondary stat of Spiritia Pool, which is SPIR x20. Most characters don't know they have spiritia, how to use it or even that it exists, and will never likely have a higher SPIR stat. At the GM's discretion, exceptionally lively characters *might* have a SPIR rank of 2. Most large animals (man-sized or bigger) will typically have a Spiritia Pool of 3-12, and most small animals will maybe have one point.

<u>Music and Spiritia</u>

Why do songs influence spiritia and deliver spiritia effects? It is known that spiritia is life energy, and it is also proven that many types of songs influence emotions. When the right emotions are increased, it causes a like increase in a person's life energy. This is why when most people hear a fast paced song they feel more energetic, and slow songs are calming.

Songs are not the source of spiritia, but they serve as a good focus for the creative energy that spiritia represents. It is not known if the ancient Protoculture used song to channel their spiritia or if they had more spiritual foci for their powers. It is know that the anima spiritia can generate a form of spiritia that is "too pure" for Protodeviln to absorb, which causes them weakness, confusion, pain and can even disrupt their own spiritia stores.

Sound Energy

Dr. Chiba discovered the link between music and spiritia generation in 2046 during the Macross 7/Varauta war. Chiba named this energy “song energy” and is measured in “Chiba Song Units”. Each point of spiritia is roughly 1,000 song energy units.

Chiba first developed the sound energy converter; a backpack sized unit worn by members of Sound Force. This device allows the singer to convert sound energy into physical effects and to help channel spiritia powers. Eventually this is attached to the seat of each of the Kai mecha. Initially it took a few moments of singing to “charge” up enough sound energy to activate the sound energy system, but as the members of Sound Force developed their power, they were able to activate the device on a moment’s notice.

The sound boosters that were later developed for the Kai mecha amplify the powers of Sound Force. To activate the sound booster requires the singer to charge up 100,000 units of “song energy” or 100 spiritia points; again requiring a charging time initially and then nearly instant after the members become more proficient with their powers.

Sound Energy Converter

This is a smaller version of the Sound Energy System designed for personal use. It works not unlike an ESPer Lens that enhances the user’s spiritia powers. This is listed as UN Spacy military equipment as it was designed and built by the science team of the Macross 7 fleet and is not available to the public.

What this device does is this: for every 1 point of spiritia expended by the wearer, it boosts it as if 5 points of spiritia were spent. It takes 5 points of spiritia to activate the device, and will remain active until the wearer stops all spiritia powers. Furthermore, it provides a +50% to all spiritia power ranges. When a spiritia power is used, the character is surrounded in a nimbus of energy. The color of this energy will often match the current emotional state of the person using the power (pink for love/affection, purple for jealousy, and so forth).

Sound Energy System “Sound Booster”

This was a mecha scale device developed to further boost the spiritia powers of the pilot. This was used in conjunction with a SEC, which was later built into the seat of the Jammingbirds and the Sound Force units. The Sound Energy System works not unlike an ESPer Lens that enhances the pilot’s spiritia powers.

This unit ups the conversion rate of the SEC to 10 spiritia points per 1 spiritia point spent and requires 100 spiritia points to activate. Like the SEC, this stays active until the pilot ceases all spiritia powers. For lower level characters, this will take a few rounds of using the SEC to get enough spiritia generated to empower the SES. This also amplifies the ranges of all spiritia powers by x10.

Spiritia Loss

When a person loses spiritia (reduced to less than ½ maximum), they become moody and lethargic, suffering a -3 penalty on all skill checks. If a subject has their spiritia forcefully ripped away (via Protodeviln or a spiritia drain weapon) also suffers a substantial loss of will. For every 5 points of spiritia stolen, the victim also suffers a loss of 1 COOL. If the attacker continues to drain after the victim is out of spiritia, they lose 2 COOL each round (transferring as 20 points of spiritia to the attacker as the victim goes "negative"). Once the victim reaches 0 COOL, they go into a coma-like state. While in this state, they cannot recover spiritia or heal, and become open to mental suggestion and are easy to brainwash (effectively no resist roll), as well as running the possibility of death without medical attention (they won't eat on their own).

Spiritia Drain

Spiritia drain is especially dangerous for Protodeviln since it is one of the only ways to actually harm or kill them. Major Protodeviln suffer a loss of size and strength if they lose too much spiritia (see individual Protodeviln entries in Sourcebook 2). If a Protodeviln is drained to 0 spiritia, they are not slain, but rather they become dormant and can be sealed away. If a Protodeviln with 0 spiritia is subjected to drain, they will suffer 5K per round to all "servos" until completely destroyed. See the Protoculture sourcebook for more information about the Protodeviln.

Spiritia Boost

When a person takes in enough spiritia that it raises their total above their normal maximum, they feel a great burst of energy and enthusiasm, giving them a +2 bonus on all skill checks and they fatigue at half the normal rate. Furthermore, the person goes into a bit of a manic streak and can't settle down, suffering a -2 penalty on any rolls that require focus and delicate work, or attempts to relax or meditate. Excess spiritia points are lost at a rate of 2 spiritia per hour.

Spiritia Recovery

Recovery of COOL comes first, usually at the rate of 1 point per week; or 1 point per day if the subject is exposed to a strong spiritia source or something uplifting such as music (GM discretion) or subject to the spiritia healing power. After the subject has regained his full COOL stat, he begins restoring his spiritia pool equal to his SPIR stat each day. Once he has restored his spiritia pool, he is back to his normal lively self. Such a subject can return to daily activities once he regains at least ½ of his spiritia pool, but is sluggish and unenthusiastic (-3 to all skill rolls).

Spiritia Powers

Characters must have a minimum Spiritia stat of 2 to actively use any spiritia power other than Enhance Recovery. The most powerful of spiritia users are referred to by the Protodeviln and Varauta as "anima spiritia", a title coined back in the time of the Stellar Republic. Spiritia powers work similar to psionics (see Mekton Zeta Plus). Each power has a spiritia point cost to activate, and many have maintenance costs that must be paid at time intervals listed under each power. Certain powers are unsuitable for combat without a SES booster system to magnify them, although certain situations can cause a person's spiritia powers to amplify themselves without a sound booster.

Each spiritia power is treated much like a skill; each can be bought up to a maximum of 10 ranks. To use a spiritia power that is not automatic, the character must make a SPIR + spiritia skill + 1d10 roll at a difficulty set by the GM unless it is a contested roll (see Skills above). Increasing a spiritia power costs twice as much as a normal skill.

The anime showed some spiritia effects not detailed here (such as Basara's reaction to follow Graham on Zola). The GM can feel free to cause any "incidental" effects he needs for plot devices. Some places in nature have spiritia powers, such as the healing springs and the galactic whale graveyard on Zola.

Anima Spiritia

Rank: None	**Requirements**: GM permission, SPIR 5+	**Branch**: Civilian; can be a military specialist if attached to a Jammingbirds squad
The Anima Spiritia is an individual with great spiritia powers, and is powerful enough to imprison Protodeviln. It is unknown if the title was given to all spiritia adept individuals, or only those of a certain mastery. This template is only available with GM permission or may be restricted for NPCs only. Characters do not have to take this template to develop a small amount of spiritia powers.		
Skills: Expert: Spiritia, Sing, Play Instrument, Concentration, choice of 4 spiritia skills		

Spiritia in the Macross Saga

Macross – The original story was set 35 years before Dr. Chiba theorized the power of sound energy and its link to spiritia, but Minmei most definitely tapped into its potential (which inspired Chiba's work). Minmei did not have the same power level that Basara later develops, but she does cause many Zentraedi in Vrlitwhai's fleet to defect to the side of the UN. As stated by Exsedol "her song has awakened a genetic memory of our lost culture, one that we must not be allowed to lose again". This kind of trigger would not occur with 'just a song', and was most likely a spiritia reaction.

Macross Plus – Sharon Apple is an advanced AI with self awareness, but she is not truly a living being. As such, she does not have any spiritia powers. Sharon used subliminal suggestion through her holography and music to enslave the citizens of Macross City. Myung *did* break Isamu out of Sharon's hypnosis with her own song, but it is unlikely that Myung possessed any spiritia powers.

Note about Sharon Apple and spiritia: it may be possible she had spiritia powers, since in the Macross 7 series the Varauta picked up spiritia readings from recordings of Fire Bomber being played, and also their recordings helped to bring early victims out of their coma states. So it may be possible for mechanically produced/transmitted spiritia effects; albeit on a weaker effect.

Macross 7 – It is in this part of the Macross saga in which spiritia is defined and sees the most use. On board the Macross 7 fleet, Dr. Chiba comes up with the theory of sound energy and creates the sound booster and sound energy system for the Sound Force and Jammingbirds. During the war with the Protodeviln and Varauta many individuals display spiritia powers: Basara, Mylene, Veffidas, and the Jammingbirds.

Macross Zero – Set two years before the events of the original Macross, this story does seem to follow the spiritia concept. The priestess of the island of Mayan, Sara, displays spiritia powers even though she is unaware that she possessed any such power. Her song causes the regeneration of plants around her and caused the marked rocks at the spring to float around, as well as causing the reactivation of the ancient Protoculture relic on the ocean floor near the island.

Macross Frontier – There is no mention or indication of spiritia in this series. Instead, songs and emotions are projected via space fold waves produced by fold quartz or the Type V infection.

Others – Several of the "official" Macross video games detail a Minmei Attack in which a rogue Zentraedi fleet is disrupted by holographic and audio projection of Minmei (or another cute idol singer). The effects are mostly just culture shock, although using the same theory for mechanically transmitted spiritia (see Macross Plus above), it is possible that some type of spiritia effect is created with this stratagem.

Spiritia Powers

Each of the following powers are available; each having multiple ranks, and are treated a special skills.

Emotion Manipulation
Enhance Recovery
Spiritia Absorption
Spiritia Defense
Spiritia Disruption
Spiritia Generation
Spiritia Healing
Spiritia Masking
Spiritia Projection
Spiritia Seal
Spiritia Sensing

Emotion Manipulation

Cost to Activate: 3 spiritia per skill level
Resist: COOL + Spiritia Defense

This is one of the more commonly shown powers in Macross 7, as it was one of the first powers to manifest. The anima spiritia can focus his emotions through his spiritia and project it to others. If the target fails to resist, then they will begin to shift to the same emotional state as the anima spiritia. This is primarily used in Macross 7 to "get the audience into the groove" and by Basara as a method of communication to the Varauta and Protodeviln.

Level Effects
1: Affects up to 2 people
2: Affects up to 4 people
3: Affects up to 8 people
4: Affects up to 16 people
5: Affects up to 32 people
6: Affects up to 64 people
7: Affects up to 128 people
8: Affects up to 256 people
9: Affects up to 518 people
10: Affects up to 1024 people

Enhance Recovery

Cost to Activate: None [passive]
Level Effects

You regain a number of extra points of spiritia per time period (see spiritia recovery above) equal to your skill rank. When recovering lost COOL from spiritia drain, you restore +1 COOL per week at skill ranks 3, 6 and 10.

Spiritia Absorption
Cost to Activate: None
Resist: COOL + Spiritia Defense

This power allows the character to absorb spiritia from various sources, ranging from ambient background energy to a focused attempt to drain another creature of spiritia.

Level Effects

1: The character can only draw spiritia from willing persons, such as the audience of a concert. The character can draw up to 2 spiritia per round from a group of people.
2: The character can draw up to 3 spiritia per round from a group of willing people.
3: The character can draw up to his SPIR from a single target
4: The character can draw up to his SPIR x2 from a single target, or up to 5 spiritia per round from a group.
5: The character can draw up to his SPIR x3 from a single target, or up to his SPIR from a group of people.
6: The character can draw up to his SPIR x5 from a single target, up to 3 per round from the environment, or up to his SPIR x2 from a group.
7: The character can draw up to his SPIR x7 from a single target, his SPIR from the environment, or up to his SPIR x3 from a group.
8: The character can draw up to his SPIR x10 from a single target, his SPIR x2 from the environment, or his SPIR x4 from a group.
9: The character can draw up to his SPIR x15 from a single target or his SPIR x4 from the environment or from a group.
10: The character can draw up to is SPIR x5 from the environment or a group of people, or up to his SPIR x20 from a single target.

Spiritia Disruption
Cost to Activate: 1 spiritia per skill level

This is one of the most commonly shown powers in Macross 7, used by Basara and Mylene on several occasions (and by Veffidas once). This power causes a disruption in the spiritia of the Protodeviln, making them unable to channel their spiritia in any manner. This power causes great discomfort to a Protodeviln, being equal parts of pain and excitement (an emotion that is relatively unknown to them). Some Protodeviln may be affected differently, as Sivil was sexually excited and confused by Basara's use of this power rather than hurt.

Level Effects

For each level of skill, the character imposes a –2 penalty to all skill rolls of a targeted Protodeviln and "locks" up to 10% of their maximum spiritia from being used. At the maximum level of 10, this imposes a –20 to all rolls and locks 100% of their spiritia pool from being accessed; effectively paralyzing the Protodeviln from taking any action other than quivering in hesitation.

Spiritia Generation
Cost to Activate: 1 spiritia per level

This power allows the character to generate excess spiritia for others to tap into. Basara uses this power when Sivil takes him and Gigile on a galactic joyride, as well as during the last battle against Gepernitch.

Level Effects

The character can generate up to his SPIR x skill level spiritia points for himself or others to draw upon. Yes, it requires a small amount of spiritia to build a larger amount.

Spiritia Healing
Cost to Activate: 4 spiritia per level

This power allows the character to heal others with his own energy. At lower levels it can heal mild problems, while at high levels it can virtually raise the dead. Each use of spiritia healing may be used only once on any given person per injury treated.

For example, if using the power to restore lost COOL from spiritia drain, the character could not use it a second time on the same person unless that victim lost COOL from a separate drain after he was restored.

Level Effects

1: The character can heal minor injuries (1d6 hits)
2: The character can heal light injuries (1d6+ SPIR hits)
3: The character can heal serious injuries (2d6 + SPIR hits), or restore 1 COOL from spiritia drain
4: The character can heal great injuries (3d6 hits) or mend fractured bones
5: The character can heal 3d6 + SPIR hits or mend broken bones, or restore 2 COOL from spiritia drain
6: The character can heal 4d6 hits, mend shattered bones, or heal minor illnesses
7: The character can heal 4d6 + SPIR hits, heal serious illnesses, or treat mild mental disorders, or restore 3 COOL from spiritia drain
8: The character can heal 2d6 hits to a number of people equal to their SPIR, heal major illnesses, or treat serious mental disorders
9: The character can heal 3d6 hits to a number of people equal to their SPIR, treat major mental disorders or heal a single person to full hits, or restore COOL from spiritia drain equal to your SPIR
10: The character can heal 4d6 hits to a number of people equal to their SPIR, heal 1d6 hits to a number of people equal to their SPIR x2, or bring to life a person who has been dead for less than 10 minutes (restores them to 1d6 hits)

Spiritia Masking
Cost to Activate: none
Defend: see text

This power allows the user to make a resisted COOL + Spiritia Masking roll against another person's use of Spiritia Sensing to mask their spiritia from them. If successful, the user appears to be "normal" SPIR rated as with the rest of their race.

Spiritia Projection
Cost to Activate: 2 spiritia per level per round
Defend: N/A

This power was used by Mao in Macross Zero to project a miniature image of herself to communicate with Shin Kudo. With this, the anima spiritia can communicate over distances with others, regardless of the recipient's spiritia capabilities or lack thereof. The range of this power is the skill level x SPIR x 2km.

Spiritia Seal
Cost to Activate: 20 spiritia per level
Defend: see text

This power was used by anima spiritia to seal away Protodeviln. To use this power, the character enters an extended spiritia battle with the target Protodeviln that has 50% or less of its maximum spiritia points left (this power has no effect on other beings). Each round, both participants roll SPIR + COOL + 1d10, plus the anima spiritia adds his rank in this skill; whichever side rolls higher gains one "step" towards domination. For each 10% under half power that the Protodeviln is, it suffers a –2 cumulative penalty on this roll and for each 10% over 50% it gains a +2 cumulative bonus; which is why anima spiritia use spiritia drain first to weaken the target.

If the anima spiritia wins the roll, the Protodeviln is one "step" towards sealed. If the Protodeviln wins the roll, it is one "step" towards freed. This battle continues until the anima spiritia wins ten rolls and seals the Protodeviln in stasis, the Protodeviln wins ten rolls and breaks the anima spiritia's attempts, or outside forces disrupt the battle.

A sealed Protodeviln is instantly reduced to zero spiritia points and goes into stasis to avoid dying. The Protodeviln can then be further drained to destroy it or sealed away forever (hopefully). Unfortunately, the Protoculture either did not know this fact or had some reason not to destroy the Protodeviln.

Spiritia Sensing
Cost to Activate: none if passive, 2 spiritia per level if active
Defend: COOL + Spiritia Masking

This power allows the user to detect sources of spiritia.
Passive: When the user is within his Spiritia Sensing x5 meters of a target with above normal spiritia (people with a SPIR of 2 or greater), he may make a Spiritia Sensing + EMP roll at a target of 20 – SPIR of target to notice it.
Active: When actively searching for spiritia sources, he will automatically notice any spiritia sources of above normal ability within his Spiritia Sensing x50 meters, and may make rolls as above out to his Spiritia Sensing x100 km.

Chapter 7 – A History of Macross

Presented below is a timeline of the Macross Universe (canon version). This main timeline includes the events of the anime Macross Zero, Macross, Macross Plus, Macross Flashback 2012, Macross 7, Macross Frontier and Macross: DYRL; and the video games Macross M3, Macross Digital Mission VF-X, Macross Digital Mission VF-X2, Macross Eternal Love Song, Macross: Remember Me, Macross: Scramble Valkyrie and Macross 2036.

B.C.

BC 20,000,000,000s

Big Bang. This universe as well as an adjoining sub-universe is born simultaneously. (Real world science places this at 13.7 billion years ago.)

BC 1,000,000s

In the sub-universe, a spiritual energy life-form comes into being. It gradually evolves into a sentient life-form. In this universe also, life is born, evolves, and becomes its first sentient life-form, Protoculture.

BC 500,000s

First year of Protoculture Calendar (PC 0).

PC 2400s

Protoculture's first space colonization begins (with the use of sub-light-velocity spaceships). *[PC 2600s]*

PC 2XXX

Protoculture encounter the Vajra, an insectoid lifeform that they come to fear, respect and deify. The Protoculture seek to emulate the Vajra through technological means, developing superdimensional (space fold) engines, omnidirectional barriers and heavy particle beam weapons. The later Evil series would be influenced by their admiration of the Vajra.

PC 2500s

The mass production of giant biological weapons for proxy warfare, "Zentraedi," is begun. The "Zentraedi" contribute greatly to the expansion of the Protoculture's sphere of influence.*[PC 2600s]*

PC 2700s

Protoculture's second space colonization begins (by super-light-velocity spaceships using fold navigation).

PC 2800s

Unification of Stellar Republic by Protoculture.

PC 2860

Within the excessively over-expanding Stellar Republic, internal rifts begin forming. The internal rifts eventually develop into large-scale conflicts that split the Stellar Republic into two.

PC 2865

Development on powerful biological weapons based on the Zentraedi, "Evil Series," begins. [Note: "Evil" pronounced as "Eh-vil."] Evil is the abbreviation of the Protoculture term for "advanced (Zentraedi) all-environ biological weapon." Trial production takes place on a scientifically advanced planet (the first planet of the star system later known as Varauta), but because of irresolvable problems with the weapons' power exceeding the fighting capability requirements, trial production is halted.

PC 2868

On the [aforementioned] scientifically advanced planet, the existence of a sub-universe is confirmed. According to survey results, this sub-universe is abound with super high levels of extra-dimensional energy, and this energy is discovered to have the potential for application.

The trial production of super dimension energy gates which can supply energy from the sub-universe is begun, and genetically engineered biological super dimension organs are developed. These biological super dimension organs are extremely compact, and they are expected to supply enormous amounts of energy.

Because of power problems, the trial production begins implementing the technology from the terminated "Evil Series." No problems are uncovered in simulations.

The internal conflicts within the Stellar Republic revives the development of the "Evil Series."

PC 2870

A Protoculture survey ship stops temporarily on "Earth." By genetically reconstructing the native life, it plots the emergence of a sub-Protoculture adapted to the planetary environment, "Humankind," to prepare for future colonization. During its return to its home planet, the survey ship is destroyed by military ships opposed to the Stellar Republic. Records of Earth and Humankind are eventually lost. *[PC 2900]*

PC 2871

On the [aforementioned] scientifically advanced planet, trial production of the "Evil Series" for final tests is begun. Seven Evil Series weapons of seven types including a highly mobile, humanoid "Sivil" for search-and-destroy functions and a super-scale, high-powered "Glavil" for fleet warfare are completed. The Evil Series tests are begun, but at the same time biological super dimension organs overload and extradimensional energy is released. The Evil Series' bodies are occupied by the spiritual energy life form from the sub-universe and thus creating, from the massive fighting capability of the Evil Series and the enormous potential of the spiritual energy, beings with extraordinary fighting ability and a coveting for life energy, "Spiritia." They covet Spiritia in order to continue existing as extra-dimensional beings in this universe. They begin invading the surrounding planets and systems using spaceships and weapons of people from the scientifically advanced planet that they brainwashed. (They later become known as the Supervision Army).

Three months later, the internal conflicts of the Protoculture Stellar Republic are halted as efforts are devoted against the extra-dimensional energy beings occupying the Evil Series, dubbed "Protodeviln." However, over 30% of the Stellar Republic and several hundred systems are under Protodeviln control and the Spiritia-deprived people number several hundred billion. The Zentraedi faction fight but, due to the prime directive "Do not interfere with Protoculture," are unable to fight effectively against the brainwashed Protoculture people under the control of the Protodeviln.

PC 2872

Nine months after the emergence of Protodeviln, over 85% of life in the Protoculture is lost. Direct combat between the Protodeviln with their [army of] manipulated Protoculture people (Supervision Army) and the Zentraedi.

Approximately one year after the emergence of Protodeviln, their power begins to rapidly decline.

"Protodeviln sealing operation." People (known as Anima Spiritia) who are significant in the war against the Protodeviln are determined to have influential powers over the Protodeviln. Protodeviln faction are completely sealed in special chambers through the efforts of Anima Spiritia.

PC 2875

The network among each colonized planet disintegrates. Control of the Zentraedi faction is lost and the reissuing of the prime directive "Do not interfere with Protoculture" becomes ineffective.

PC 3000

Dissolution of Stellar Republic.

Opposition between the Supervision Army and Zentraedi factions begins.

PC 5000

In what still remains of the Stellar Republic, only a small number of separated colonized planets, colonization fleets, space colony clusters *[bunches]*, and other populations at the edge of the galaxy are left.

PC 25,000

Near annihilation of Protoculture.

PC 120,000 (BC 380,000)

Annihilation of automated reaction weaponry production plants.

PC 220,010 (BC 277,990) ***[280,000 cycles before the present]***

Destruction of Glaug automated production system by all-front Supervision Army attack on Roiquonmi weaponry plant. [date based on 2010]

PC 490,000 (BC 7,992) ***[10,000 cycles before the present]***

Technologically advanced Protoculture remnants “rediscover” earth. There they modify the DNA of the nascent natives of Mayan Island to be able to use the artifacts they leave there as proof of their visit, through ritual chant/song. They leave the “bird-man” there and pass down warning to avoid the “kadun” of war and hatred or else the bird-man will sing the song of destruction and wipe out all of humanity (to prevent war from returning to the stars). [date based on 2008]

PC 492,000 (BC 5,990) ***[8,000 cycles before the present]***

Rogue Zentraedi fleet Gleg discovers a long forgotten Protoculture colony that has been dominated by an unknown minor Protodeviln who avoided imprisonment by anima spiritia and was using the colony as his personal spiritia farm. He dominates Gleg and travels in search of more spiritia. [date based on 2010]

PC 496,300 (BC 1,690) ***[3,700 cycles before the present]***

Almost new Glaug units recovered from an opened weapons storage facility. [date based on 2010]

A.D.

1945

August 6 & 9

Use of nuclear weapons in actual combat.

1969

July 20

Neil Armstrong of *Apollo 11* marks Humankind's first walk on the Moon.

1981

April 12-14

Maiden flight of the space shuttle *Columbia*.

1990

March 3

1400: Misa Hayase born in Japan to Takashi and Sakiko Hayase.

1993

August 15

Misa Hayase has been living for half a year in Australia due to her father Admiral Takashi Hayase's stationing with the Rim Pac Alliance Force. She has also become friends with Riber Frurink living nearby.

October 10

Linn Minmei born in Yokohama, Japan. *[New Marine Tower completed in Yokohama, Japan.]*

1995

June

[Space Station New Frontier *completed in satellite orbit.]*

1997

May 20

Misa Hayase performs a piano recital. Her mother Sakiko enters a hospital due to illness and later passes away.

1998

January

Experimental nuclear fusion reactor surpasses critical [temperature] point.

1999

July 17

The Super Dimension Fortress Macross

TV Episode 01 Booby Trap

0030 Japan Standard Time (approximately): The Space Station New Frontier located 36,000 km above the Phoenix Islands detects an intense radioactive phenomenon at the Lunar orbit, followed by an appearance of an object of great mass. Furthermore, it confirms that object is heading towards Earth, coming 5.88 km closer every second. After approximately 18 hours, it will fall onto the Earth's surface. Upon receiving the report, the United Nations Space Agency confers with the heads of every nation. They each eventually adopt a response plan.

0600 Japan Standard Time: The falling object is determined by its form and other features to be an unknown object very different from a meteorite, and its forecasted path after atmospheric entry is made public (but as a meteorite).

0700 Japan Standard Time: Since Japan is only separated by about 1500 km from the predicted crash point, the news is announced in Japan in the form of an earthquake warning due to the panic predicted. The response plan is adopted.

1815 Japan Standard Time: Amidst a dispute between a faction advocating to destroy it by nuclear attack and factions advocating for no attack, the object named "EVA" (evangel, which means the Gospel of the Coming) enters the atmosphere above Burma. Due to the high temperatures and terrific shock waves, it reduces the summit of Mount Everest by nearly 1000 meters, destroys Moscow and Stockholm, and inflicts damage while passing over all parts of Europe. Furthermore, it travels over Iceland and Greenland, causes volcanoes to erupt in Canada, and falls onto the South Ataria Island at the southernmost tip of the Ogasawara Islands above the Tropic of Cancer.

A huge mysterious comet *[meteor]* from outer space crashes on Earth.

July

Upon investigation by the United Nations, the meteorite is determined to be an alien spaceship. It is designated with the codename ASS-1 (Alien Starship-1). Official announcements are made that an asteroid 3 km in diameter and composed of great quantities of metal fell.

Due to the great destructive damage, abnormal weather, and starvation caused in all parts of America, Russia *[Soviet Union]*, Europe, and [the rest of] the world by the shock waves accompanying the fall of the ASS-1, the existence of aliens is treated as top secret until the confusion is brought under control. What begins as an emergency summit meeting between America and Russia *[Soviet Union]* becomes a summit meeting between every nation.

August

United Nations Investigation Teams organized. Thorough study of ASS-1 begins by United Nations Investigation Teams. South Ataria Island designated a United Nations sphere of jurisdiction.

December

According to the first report of the ASS-1 study, the alien spaceship is determined to be a war vessel, and its alien crew to be giants whose height is five times that of Humans.

In preparation for alien warfare, a plan is drafted to unify the countries of Earth and to establish an Earth United Nations Government.

2000

March

Establishment of OTEC, an alien technology analysis research institute, through joint Japanese-American-Russian*[Soviet]-[West]* German-English-French collaboration.

April

Research on anti-giant combat weaponry systems [later designated as Battroid and Destroid] begins.

June

The existence of aliens officially announced (except for their size and other details which are kept top secret). Following this, framing plan for Earth United Nations Government officially announced.

July

Outbreak of dispute in People's Republic of Garalia in the Middle East. The frequent disputes and internal conflicts occurring hereafter in all areas of the world become collectively known as the United Nations Wars.

October

In the Sea of Tranquility on the Lunar surface, construction of a large-scale permanent base, "Apollo," begins.

December

Designing of the HWR-00 Monster series begins.

2001

January

Inauguration of Earth United Nations Government. Founding Prime Minister, Harlan J. Niven *[Niiben (sic)]*.

Establishment of Earth United Nations Forces.

February

Project startup with OTEC as the heart of project on the restoring and reconstructing of the fallen ASS-1 alien spaceship for reuse as a capital battleship of the Earth United Nations Forces.

Hereafter, the ASS-1 spaceship is renamed SDF-1 (Super Dimension Fortress-1). Space launch scheduled for 2006 May.

Stonewell/Bellcom design team completes initial Battroid design based on [the design later designated as] the Destroid.

March

Successful development of new materials by OTEC. [hyper-carbon alloy]

May

Construction of large-scale space manufacturing station begins at L-5 in Lunar orbit.

July

Construction of permanent Mars base begins.

Civilians begin immigrating to South Ataria Island for the ASS-1's restoration.

August

Theory of SDF-1's thermonuclear reaction system explained.

Designing of the F203 begins.

September

Trial production of the anti-giant ground-combat weaponry system [later designated as the] "Destroid" begins.

November

Theory of SDF-1's Main Particle Beam Cannon firing system explained.

2002

Mass production of the QF-2000D ghost fighter.

February

Tentative plan introduced for all-environ variable combat system for use against the giants. VF-0 Project begins.

Mass production of the QF-2200 ghost drone and use in actual combat begins.

March

Grand Cannon System Theory completed.

April 8

Misa Hayase enters a military junior academy.

April

Misa Hayase: White Reminiscences

Misa Hayase and Riber Frurink meet at a party held to celebrate Takashi Hayase's new command. They visit Yokohama, Japan and the Minsharou Chinese restaurant.

May

Construction of Earth United Nations Military Headquarters for anti-stellar-warfare begins in Alaska. On the same site, Grand Cannon System I is constructed.

Designing of the MBR-04 Tomahawk series begins.

June

[Construction of ARMD system begins.]

July

First Defensive Battle for South Ataria Island against an Anti-United Nations Army attack.

November

In OTEC, Earth-made thermonuclear reaction plant surpasses critical *[temperature]* point.

2003

F203 formally adopted as main fighter of the United Nations Forces.

Development begins on a competing fighter *[to be known as]* VF-X-2 to the fighter *[to be known as] VF-1*.

March

Bruno J. and Miho Global marry.

Riber Frurink is commissioned as First Lieutenant in the United Nations Spacy after graduating from the United Nations Spacy Officers' Academy.

April

At the L-5 manufacturing station, construction of ARMD series space carriers, as well as space destroyers, begins.

July

Designing of the MBR-07 Spartan series begins.

November

In a factory beneath Apollo Lunar Base, using feedback from restoration work on ASS-1, construction begins on SDF-2, a stellar space battleship entirely of Earth origin.

An assignment of United Nation Spacy personnel arrives at Mars Base.

December

Trial production of the MBR-04 Tomahawk series begins.

2004

Misa Hayase decides to join the UN Spacy at the beginning of the year.

January

OTEC develops thermonuclear reaction bomb. Thermonuclear reaction bomb completed by OTEC.

February

On the Lunar surface, successful test of thermonuclear reaction bomb explosion.

March

Construction on Grand Cannon II begins in the Australian Autonomous Region.

June

"*[The Super Dimension Fortress Macross: The United Nations Wars]* The Plundering Fleet"

[MH: This is a story, written by Ken-ichi Matsuzaki, which tells of one of the exploits of Bruno J. Global and Admiral Hayase during the United Nations Wars. It appears on pgs. 56-59 of *Macross Perfect Memory.*]

September

Super-small-scale thermonuclear reaction plant finished by OTEC.

October

Construction on Grand Cannon III begins in Africa in the Victorian Autonomous Region.

November

Deterioration in world economy due to extensive delays on, and defense expense increases for, the SDF-1 Restoration Project.

December

Use of reaction explosions begins during Grand Cannon construction work.

First VF-0 completed.

2005

Basic design of variable fighter system completed.

Development begins on a fighter *[to be known as]* VF-X-3.

Development begins on a fighter *[to be known as]* VF-X-4.

January

Outbreak of rioting *[in Russia]* in the Kirghiz, and Kazakh Autonomous Regions. The Second Defensive Battle for South Ataria Island.

February

Trial production of the MBR-07-Mk I begins.

March 29

The first *Oberth* class space destroyer is commissioned.

April 14

Founding Earth United Nations Government prime minister *[representative]* Harlan J. Niven *[Niiben (sic)]* is assassinated. Robert A. Rhysnink *[Rhysling]* is installed as his successor.

July

Outbreak of guerilla warfare all over America.

August

Withdrawal from Mars Base led by Harry Miler.

September

The third *Oberth* class space destroyer *Tsiolkovsky* is hijacked by the Anti-United Nations Military Organization.

September 8

1800: The return fleet from Mars is destroyed with 3055 United Nations forces personnel onboard by this [aforementioned] destroyer's attack.

September 10

Official announcement of the Mars return fleet's destruction by the United Nations Military Headquarters.

September

The United Nations Forces destroy the Anti-United Nations Military Organization's captured space destroyer *Tsiolkovsky* via an attack with reaction weaponry by Captain Bruno J. Global's space destroyer *Goddard*. (First use of reaction weaponry in actual combat.)

October

Trial production of the HWR-00 Monster series begins.

November

In an Anti-United Nations Army retaliatory attack on the United Nations Forces, the under-construction Grand Cannon II is destroyed in Australia.

December

Through the use of OTM, the super-large-scale semi-submersible aircraft carrier CVS-101 *Prometheus* is commissioned.

2006

As one new weapon after another is introduced by both opposing forces, more war erupts in all areas of the world

Trial prototype production of VF-X variable fighter system begins early in the year.

March

In the Lunar North Polar Region, construction on Grand Cannon IV begins.

April

SLV-111 *[CLV-111] Daedalus* is commissioned as a super-large-scale assault landing vessel .

May

Outbreak of the Third Defensive Battle for South Ataria.

June

Decision made to formally adopt the MBR-04 Tomahawk series of Destroids. Mass production begins.

September 24

Misa Hayase lives in the United Nations Military Officers' Academy housing as the United Nations Wars nears their conclusion.

October

In the Central Russian Administrative Region, the Anti-United Nations Army uses strategic *[tactical]* nukes. St. Petersburg's *[Leningrad's]* destruction demonstrates that the Anti-United Nations Army also has the capability for retaliatory strikes using thermonuclear reaction weaponry on the earth's surface.

November

Defensive Battle for South Ataria Island ends.

2007

January 20

Conclusion of U.N. Wars.

January

Training center for SDF-1 crew established on South Ataria Island.

February

The VF-X nontransformable flight test vehicle as well as the VF-X1 prototype variable fighter begins first flight tests.

Rollout of MBR-04-Mk I.

March

Stationing of Destroids aboard the SLV-111 *Daedalus* begins.

May

Construction on Grand Cannon V begins in the Brazilian Autonomous Region in South America.

June

Space tests of the VF-X1 begins.

November

Decision made to formally adopt the VF-X1. VF-1 series mass production [scheduled to] begin.

Rollout of MBR-04-Mk VI *[Mk III]* Tomahawk.

2008

January

Rollout of MBR-07-Mk I Sparta.

February

An alien relic is discovered and recovered from the bottom of the ocean near the island of Mayan.

Rollout of MBR-07-MK I Spartan.

June

MBR-07-Mk I Spartan upgraded to Mk II with improved TV searching system and added anti-air weaponry.

July

Space carrier ARMD I commissioned.

Macross Zero

The Mayan Conflict breaks out between the U.N. Forces aircraft carrier Asuka and Anti-U.N. Alliance Forces.

The U.N. government and Anti-U.N. forces secretly deploy the VF-0 and SV-51 Mayan in the South Pacific Ocean. (The events are kept secret for at least five decades.)

The Bird Human that was the alien relic awakens and goes out of control.

August

VF-1 series [scheduled to] begin deployment for actual combat. (However, usage is to have been limited to Fighter mode only.)

September

Due to the events of Operation Iconoclasm in July, many nations that joined the Anti-UN forces announce their withdrawal.

Rollout of the first HWR-00-Mk I series model.

October

ARMD II commissioned.

November

All-environ variable fighter VF-1 series mass production begins.

November 23

Rollout of the first trial production VF-1A variable fighter.

November 29

Maiden flight of the first trial production VF-1A variable fighter.

2009

Development begins on a space fighter *[to be known as]* VF-5.

January

SDF-1 is christened *Macross*.

February 7

The Super Dimension Fortress Macross Vol. V: Rhapsody in Love
Macross Love

Macross' space launching ceremony. The Zentraedi Army's Vrlitwhai Fleet arrives within the Solar System. During its enemy search operation for Supervision Army

survivors, the fleet happened to detect traces of a Supervision Army gunboat's (Macross') defold reaction from 10 light years away and came in pursuit. Macrosss Main Cannon automatically fires.

Outbreak of Space War I between Earth and the Zentraedi. [Note: Studio Nue had originally set these events in 2009 July 7 or 2009 October.]

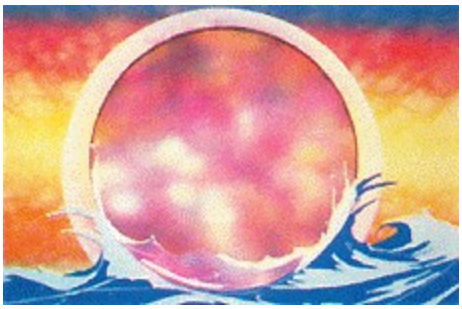
The Super Dimension Fortress Macross (for Sony PlayStation 2)

Sony PlayStation 2 Game Stage P-01 *Booby Trap*

A pilot serves as Skull Squadron's seventh member during Space War I.

TV Episode 02 Countdown

TV Episode 03 Space Fold



Macross miss-navigates during its fold and folds out of [the major planets' orbits of] the Solar System. It begins the return voyage to Earth by conventional space travel due to the space fold engine vanishing.

Sony PlayStation 2 Game Stage P-02 Space Fold

TV Episode 04 Lynn Minmei

Hikaru Ichijyo and Lynn Minmei strand themselves within *Macross'* holds for twelve days.

March

ARMD III commissioned.

City area completed aboard *Macross.*

TV Episode 05 Transformation

Macross' transformation.

Sony PlayStation 2 Game Stage P-03 Transformation

Rollout of MBR-04-Mk X Defender.

April 3

TV Episode 06 Daedelus Attack

Sony PlayStation 2 Game Stage P-04 Daedalus Attack

May

ARMD IV and ARMD V commissioned.

July

Development of MBR-04-Mk XII Phalanx begins.

August

ARMD VI commissioned.

October

TV Episode 07 Bye-Bye Mars

Macross's Battle of Mars Base.

Sony PlayStation 2 Game Stage P-05 Bye-Bye Mars

ARMD VII commissioned.

United Nations Spacy's SVMAT-102 squadron of VT-1 Valkyrie trainers assigned to ARMD-04 for three months.

October 10

Dreaming Prelude: My Fair Minmei

TV Episode 08 Longest Birthday

UN Spacy awards Hikaru Ichijyo with the Titanium Medal, promotes him from Staff Sergeant to Second Lieutenant, and assigns him to lead the Vermillion Team. Lynn Minmei celebrates her 16th birthday the week after the Battle of Mars Base.

October

TV Episode 09 Miss Macross

Macross's onboard TV station begins broadcasting. [Note: Macross Broadcasting System holds Miss Macross Contest the week after Lynn Minmei's birthday].

Sony PlayStation 2 Game Stage P-06 Miss Macross

TV Episode 10 The Blind Game

Sony PlayStation 2 Game Stage P-07 The Blind Game

The Skull Squadron's Vermillion Team escorts an ES-11D Cat's Eye with Misa Hayase on a reconnaissance mission while the same squadron's Purple Team escorts a second ES-11D Cat's Eye with Emma Granger.

November

TV Episode 11 First Contact

Four Macross crewmembers, Misa Hayase, Hikaru Ichijyo, Maximilian Jenius, and Hayao Kakizaki, become prisoners of the Zentraedi; and the first contact between Earth Humans and Zentraedi occurs.

Debut of singer Lynn Minmei.

TV Episode 12 The Big Escape

Sony PlayStation 2 Game Stage P-08 The Big Escape

TV Episode 13 Blue Wind

Macross returns home to Earth.

TV Episode 14 Global Report

TV Episode 15 China Town

November 24

TV Episode 16 Kung Fu Dandy

Quamzin's ship attacks Earth.

November 26

TV Episode 17 Phantasm

November 30

TV Episode 18 Pineapple Salad

Death of Roy Fokker.

Sony PlayStation 2 Game Stage P-09 Pineapple Salad

December 6-7

TV Episode 19 Burst Point

Destruction of North America's Ontario Autonomous Region by the bursting of *Macross's* omnidirectional barrier.

Sony PlayStation 2 Game Stage P-10 Burst Point

December

TV Episode 20 Paradise Lost

Macross, under orders to sortie away from Earth, leaves Earth's atmosphere again. [Note: In the film comics, Hikaru Ichijyo dates a letter "2010" before the *Macross* leaves Earth. However, in the actual animation, he does not date this letter -- in fact, he never finishes this letter. (Japanese letters are dated at the end.) -- EL]

Rollout of MBR-04-Mk XII Phalanx.

December 24

The Super Dimension Fortress Macross: Falling Snow in the Milky Way

White Christmas

Misa Hayase and the rest of the Macross bridge crew receive Christmas Eve broadcasts from distant Earth. Lynn Minmei rehearses at the TV station studio for an upcoming Christmas variety special, "Falling Snow in the Milky Way" while guest Hikaru Ichijyo looks on. The three Zentraedi Microne spies experience their first Christmas Eve.

2010

January

ARMD VIII commissioned.

TV Episode 21 Micro-Cosmos

The film *Shao Pai Loon* [*Zhao Bai Long/Little White Dragon*] screened aboard *Macross.*

January 10

TV Episode 22 Love Concert

TV Episode 23 Dropout

Zentraedi begin seeking refuge aboard *Macross.*

Sony PlayStation 2 Game Stage P-11 Dropout

Alaska's Grand Cannon I completed.

January 20-21

TV Episode 24 Good-Bye Girl

January 29

TV Episode 25 Virgin Road

February

The first stellar marriage between the Earth Human Maximilian Jenius and the Zentraedi Milia Fallyna broadcasted.

February 11

TV Episode 26 The Messenger

Peace treaty agreement concluded between *Macross* and Vrlitwhai Adoclass Fleet.

TV Episode 27 Love Goes Away

"*[The Super Dimension Fortress Macross:]* The Lost Two Years"

Boddole Zer Main Fleet arrives within the Solar System. The Battle with Boddole Zer Main Fleet. Earth's annihilation.

Sony PlayStation 2 Game Stage P-12 Love Goes Away

VF-X-2's further development stopped due to Earth's annihilation.

1100 - 1127 Macross Standard Time: Due to the "Lynn Minmei" Operation, the United Nations Forces and Vrlitwhai Fleet annihilate Boddole Zer Fleet and triumph. In approximately five minutes, over 5 million warships, Boddole Zer's mothership, and most of the earth are annihilated.

Land battles begins.

February [March]

The Super Dimension Fortress Macross Vol. IV: Distantly Fading Memories

Macross Classic

Misa Hayase returns to her Macross bridge position. She and Hikaru Ichijyo are promoted in the United Nations Spacy to Major and Captain respectively.

March

Conclusion of Space *[Stellar]* War I. Earth atmospheric purification operation begins. A total of several hundred thousand *[to approximately one million]* survivors confirmed in the Grand Cannons *[I,]* III and V, the Lunar surface's Apollo Base, and the space colony clusters *[bunches]* plus the forty-thousand survivors onboard the Macross. Approximately eight million surviving Zentraedi choose to live on earth.

March 3

Misa Hayase celebrates her 20th birthday with Claudia La Salle, Bruno J. Global, Maximilian and Milia Jenius, Vanessa Laird, Shammy Milliome, Kim Kabirov, and Hikaru Ichijyo.

April

Establishment of new United Nations Government *[new Unity Government]*. Education programs for Zentraedi begin. Two-year plan to micronize all Zentraedi on earth commences.

Zentraedi micron Timoshie Daldanton joins the UN Spacy.

May

Macross City reconstruction begins. *[Macross City reconstruction completed.]*

Mass cloning of people as well as animals and plants through the use of Protoculture technology begins.

Start of nature reclamation project. Earth ecosystem rehabilitation begins

June

At the Lunar surface's Apollo Base, the half-constructed SDF-2 is renamed *Megaroad-01,* and construction resumes as a colonization ship. At the same time, patrols of the Solar System begin using Super Valkyries based at Apollo Base.

August

Surviving parts plants scattered around the space colonies and the Lunar surface's Apollo Base begin producing VF-1 Valkyries again.

September

Lynn Minmei falls in love with her cousin (by marriage) Lynn Kaifuun. Pressure from her relatives to marry him, but she refuses.

November

New variable fighters designed from converted Valkyries begin first developmental test flights.

December

Repairs to Vrlitwhai Kridanik's flagship are completed, and it is recommissioned as the first battleship of the new United Nations Forces space fleet. Microne processing rate of Zentraedi exceeds 50%.

2011

Popularization of sports amongst macronized Zentraedi, particularly boxing and wrestling. Macronized Meltran wrestling becomes very popular.

Shinnakasu and Stonewell Bellcom begin a joint project for developing the variable fighter *[to be known as]* VF-5000 with high maneuverability in atmosphere.

March

Maximilian and Milia Fallyna Jenius conceive the first stellar interracial child. She is named Komilia Maria Fallyna Jenius.

May 8

[TV Episode 29 Lonely Song]

August

Giant Zentraedi riots begin breaking out in all parts of Earth. Patrols begin to maintain public law and order. Formation of United Nations Air Force's 723rd Tactical Fighter Wing at New Miramar Base. Regular patrols begin at the borders of newly forming nations.

September

Drafting of Humankind emigration project begins. Both:
1. super-long-distance colonization by means of specially-designed large colonization ships (for the chief purpose of preserving the species) and
2. close-range colonization implemented by converting old-style transport ships (to counteract Earth's population explosion and shortage of resources)
are undertaken in parallel.

October

Outbreak of armed resistance by Zentraedi.

TV Episode 28 My Album

[Note: Further information on the time period between 2010 February 11 and 2011 October can be found in the article "*[The Super Dimension Fortress Macross:]* The Lost Two Years" by Shoji Kawamori on pages 60 to 68 of *Macross Perfect Memory.* (Michael House & Egan Loo)]

TV Episode 29 Lonely Song

TV Episode 30 Viva Maria

Operation to capture a factory satellite begins.

November

Factory satellite arrives at Earth.

TV Episode 31 Satan's Dolls

TV Episode 32 Broken Heart

Quamzin Kravshera's forces begin maneuvers. The Lynn Minmei hostage operation.

December 25

TV Episode 35 Romanesque

At about 0720, Quamzin Kravshera launches a strike on Onogi City to capture a reaction engine power condenser.

2012

The aircraft development divisions of Shinnakasu Industry and Stonewell Bellcom merge to form a new company, Shinsei Industry. Its first developmental project is the VF-5000 fighter.

Half a year after taking the first Factory Satellite, over 20 Zentraedi Factories Satellites were confiscated by the New U.N. Government.

January

TV Episode 36 Fly High

Defensive Battle of Macross City. Quamzin survives and goes into hiding. Humankind emigration project publicly announced.

February

VF-4 mass production begins.

June

Hikaru and Misa (née Hayase) Ichijyo marry. [Note: Several dates have been offered for the Ichijyo wedding, including 2012 October 10 (*Macross Guidebook*), 2011 October 10 (*Macross Graffiti*) and 2013 June (*Macross Times*).]

August

The Super Dimension Fortress Macross: Flash Back 2012

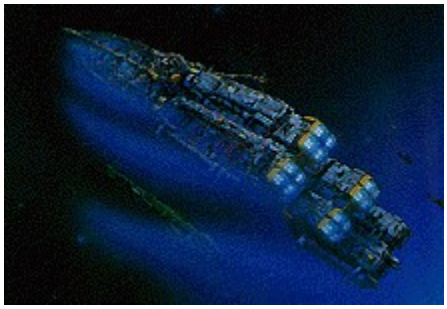
Lynn Minmei's Farewell *[Sayonara]* Summer Concert Tour. Minmei, now grown up, sings and records "An Angel's Paints" *["Tenshi no Enogu"]*.

September

Megaroad-01 launches as [part of] the first long-distance colonization fleet. Construction of mass-produced super-long-distance colonization ships

Megaroad-02 and *-03* based on the *Megaroad.* Hereafter, one or two super-long-distance colonization ships are constructed yearly.

2013



First year of the New Era calendar (New Era 0001). Miku Ichijyo born to Hikaru and Misa Ichijyo.

VF-5's first flight.

Production of the SDFN class warship begins. A total of twelve are built, using various powerplants and weapon systems from medium-size Zentraedi vessels.

April

Launches begin for one close-range colonization fleet after another. (The main objective is the search and colonization of planets within 100 light years of the Solar System.)

November

An inhabitable planet is discovered 11.7 light years from the Solar System in the Groombridge 1816 Star System. It is named "Eden" and colonization begins.

2014

Admiral Bruno J. Global's installment as United Nations Government representative. Launches of the second and third super-long-distance colonization fleet (*Megaroad-02* and *-03* ships). Hereafter, super-long-distance colonization fleets are routinely launched.

Guld Goa Bowman born on Earth.

Macross M3

United Nations Forces dispatch Maximilian Jenius and Milia Fallyna Jenius aboard the UN Forces cruiser Algenicus to form the Dancing Skull special forces team and combat internal revolts and conflicts.

M3 Episode 1 Aerial Dance

[Interception] Battle of New Alabama Lake

The Dancing Skull special forces team intercept an enemy aerial unit attacking a UN Spacy replenishment base and an spy piloting a captured VF-4 Lightning III on the planet Neo York.

2015

VF-5 mass production begins.

At the end of the year, production of the VF-1 series ends. During the final product's rollout, a commemorative paint scheme is applied.

March 27

Isamu Alva Dyson born on Earth.

November 1

Wilbur Garland is born.

2016

Vrlitwhai Kridanik's appointment as United Nations Spacy's commander.

Myung Fang Lone born on Planet Eden.

July

Megaroad-01's communications cease near the center of the Milky Way Galaxy. (News about this ship is not publicized.)

2017

OTEC merges with several other companies, forming General Galaxy

After earning doctorates in flight and bio-electronic engineering, former Boddole Zer Main Fleet technician Algus Selzaa is invited to be the chief project advisor of General Galaxy at its founding.

Miracle Jenius born.

K Cool V Really born.

Marge Gueldoa born.

September 30

Ray Lovelock born.

2018

VF-5000's first flight.

VF-9 development begins.

M3 Episode 2 Dancing Tightrope

[Annihilation] Battle of New Nile Weaponry Base

The Dancing Skull special forces team assaults the New Nile weaponry base and encounter a Zentraedi Variable Glaug on the planet Cristrania.

February 29

Scarlet Ohara born.

2019

Lucy Macmillan born.

Mahara Fabrioh born.

Megaroad-13 launched.

October 20

Reiko Stefany born.

2020

New Edwards Test Flight Center, a weapons testing center under direct military jurisdiction, is established on Planet Eden.

VF-4 Lightning III replaces VF-1 Valkyrie as main variable fighter in United Nations Spacy.

VF-5000 mass production begins.

M3 Episode 3 Escort of Visitor

Operation Escort VF-5000

The Dancing Skull special forces team escort the Shinsei Industry VF-5000 being tested aboard the UN Forces cruiser Algenicus over the planet Neo York. The Free York Liberation League launches two attacks to capture the VF-5000.

2021

VF-9's first flight.

December 24

Natasia Kiniskey born.

2022

VF-4 mass production ends with the 8245th fighter.

VF-11 development begins.

M3 Episode 4 Black Celebration

Invasion of the Secret Relics Base

The Dancing Skull special forces team destroy an abandoned UN Forces biological weapons research base at the site of Protoculture ruins on the planet New Asia, after the base is deemed a biohazard.

Muse and Therese Jenius born.

Max and Miriya Jenius adopt Moaramia Jifon.

Moaramia Jifon joins Dancing Skulls Squadron as "Purple Skull"

Five Fads born.

March 31

Miho Miho born on White Flora satellite city in Jupiter orbit.

October 20

Ella Fritzgerald born on Henry Beggs satellite city in Venus orbit

2023

VF-5 mass production ends.

VF-9 mass production begins.

Karen Allen born.

February 25

Ho Sidok born.

October 3

Kim Saintlaurent born on the Grande Savoie residential area of Neptune.

2024

Emilia Jenius born.

Yang Neumann born.

February 24

Physica S. Fulcrum born the second of three siblings on Eden.

March 19

Lora Continental born.

April 15

Ho Sidok born. [?]

June 6

Sally S. Ford born on the Moon Riverside City residential area, on the Moon's surface.

August 15

Basara Nekkei born (birthplace unknown).

2025

VF-14 development begins.

Megaroad-13 discovers an inhabitable planet near the center of the Milky Way Galaxy. The mission names the planet's system *Varauta* and immigration begins.

June 12

John Birks Gillespie born.

2026

VF-17 development begins.

Miranda Jenius born.

January

Gamlin Kizaki born on H.G. Wells City at Mars.

April 29

Suzie Newtlet born.

September 3

Rex born.

2027

VF-14's first flight.

April 25

Wolf born.

May 30

Shine and Fine Brockenglitts born.

November 15

Ghana born at Reds Wood satellite city in Saturn orbit.

2028

M3 Episode 5 Feast of Sandstorm

[Defensive] Battle of the Weapons Research Plant

The Dancing Skull special forces team protect the weapons research plant on the planet Susia from Zentraedi guerilla land units and aerial bomber formation.

Major Maximilian Jenius appointed as ship captain of the stealth space cruiser *Haruna*.

VF-11's first flight.

VF-14 mass production begins.

December 18

Liatris born.

2029

Emigration begins on the planet Elysium in the G-PN 88 Star system.

M3 Episode 6 Fire Carnival

[Interception] Battle at [Dahan's] Satellite Orbit

The Dancing Skull special forces team intercept an space unit and two Zentraedi Variable Glaugs from a warship of the Zentraedi terrorist organization Struggle in orbit over the planet Dahan.

Captain Milia Jenius appointed as Eagle Nest Aerial Tactics Center instructor.

VF-5000 mass production ends.

VF-9 mass production ends.

Rak Nabekasi born.

May

During construction, Megaroad 24 & 25 explode along with the satellite factory dock.

June 6

Violetta born.

August 2

Canari Minmay born.

December 5

Rafale born in the 15th district of Miranda satellite city in Jupiter orbit.

2030

On Vulcan, third planet of the Sharma star system, end of operation making the environment similar to Earth.

VB-6 König Monster development begins.

Ray Lovelock serves as a VF-11B elite pilot in the Pink Peckers squadron with Kinryu and Stephan. Stephan dies in action against rogue Zentraedi.

Euri Yui born.

Shiba Midou born on the Cemetary class ship *Heaven*.

April

M3 Episode 7 Devil Gate Drive

United Nations Government Chairperson Rescue Operation.

Maximilian Jenius and Milia Fallyna Jenius temporarily rejoin the Dancing Skull special forces team with Moaramia Fallyna Jenius.

The Dancing Skull special forces team rescue United Nations Government Chairperson Lawrence Yun Kemal, being held hostage by anti-United Nations forces with two shield-enhanced Destroid Monsters on the planet Bellfan.

During the operation, the prototype YF-11s [also known as VFX-11s] are introduced into actual combat for the first time.

M3 Episode 8 Dancing Skull

[Interception] Battle Over Susia

The Dancing Skull special forces team intercept two aerial attacks on the United Nations headquarters on the planet Susia, including one by three unidentified Zentraedi combining units.

After the completion of the operation[s], the two [Jeniuses] are granted special leave.

June 3

Liza born in the 14th district of Miranda satellite city in Jupiter orbit..

August 11

Freesia born.

September

The space launch of the first *New Macross* class super-massive colonization battleship. This colonization fleet's population numbers in the proportions of 1 million people.

November

Armed revolt by the giant Zentraedi living on Earth. The Second Defensive Battle of Macross City. Hereafter, giant Zentraedi are prohibited from living on Earth.

Timoshie Daldanton is decorated for shooting down over 50 Zentraedi aircraft during the battle.

Deserters from the 63254109th Zentraedi Outer Space Army captured a VF-X-11 equipped with fold booster. It will serve as the basis for future "Pheyos Valkyrie".

December

Because of the increase in hereditary children's diseases due to the overuse of cloning, mass cloning is terminated.

VF-11 mass production as the main variable fighter begins.

VF-11 Thunderbolt replaces VF-4 Lightning III as main variable fighter in United Nations Spacy.

2031

Ray Lovelock and Basara Nekkei meet for the first time.

Gilliam Angreat graduates from U.N. Spacy's Air Force School.

Wilbur Garland graduates from the U.N. Spacy's Recruiting Center for the next VF pilots generation.

Immigration begins on planet Vulcan.

June Ley Mines born.

Enika Chillini born.

February 2

Birth of 7th child, Mylene Flare Jenius, to Maximilian and Milia Fallyna Jenius onboard the space carrier *Red Moon* in flight near the Eta Carina Nebula.

February 18

Passero born at Brangogne satellite city in Jupiter orbit.

February

The Super Dimension Fortress Macross: Do You Remember Love?

The Super Dimension Fortress Macross [for Sony PlayStation 2]

Sony PlayStation 2 Game Stage A-01 Raiding Attack [2009 February]

Sony PlayStation 2 Game Stage A-02 Transformation [2009 March]

April 23

Molly born.

The Super Dimension Fortress Macross the Movie: Do You Remember Love?

Macross: Final Outpost: Earth

Sony PlayStation 2 Game Stage A-03 Giants [2009 July]

Sony PlayStation 2 Game Stage A-04 Enemy Search [2009 July]

Sony PlayStation 2 Game Stage A-05 Enemy Ship [2009 August]

Sony PlayStation 2 Game Stage A-06 God of War [2009 August]

Sony PlayStation 2 Game Stage A-07 Ruins [2009 September]

Sony PlayStation 2 Game Stage A-08 Do You Remember Love? [2009 September 12]

Space War I made into a movie, "Do You Remember Love?" Premiere of this movie which portrays the Battle with Golg Boddole Zer and the love of Lynn Minmei. It becomes a big hit, and the Minmei boom rekindles.

2032

Development of active stealth system using F-14 Tomcat fighters

Gilliam Angreat joins the 28th super-long-distance colonization fleet's defense units.

Wilbur Garland joins the 28th super-long-distance colonization fleet's defense units.

Jessica Blanc is born.

VB-6 König Monster enters mass production.

January 5

Ozma Lee is born.

2033

On the planet Eden, separation of the friends Myung Fang Lone, Isamu Alva Dyson and Guld Goa Bowman.

The Macross 4 super-long-distance emigration fleet finishes modifying the environment of Sephira, the Laramis star system's fifth planet. The immigration begins with approximately one million immigrants.

May 12

Aoi Tsuwabuki born.

Leon Mishima born.

2034

Development program for the next main variable fighter begins.

YF-19 development begins.

YF-21 development begins.

Testing of active stealth on the VF-5000 chassis to see if it is compatible with variable fighter technology.

Aboard the super-long-distance emigration fleet led by New Macross 3, Timoshie Daldanton is integrated in the "Black Ray" unit as captain.

Success of the 28th super-long-distance emigration fleet's journey.

Gilliam Angreat is transferred to the 727th independent squadron VF-X unit after passing the harsh training at the Square Crow New Special Duty Training Center, which serves as a basis for the VF-X unit, selecting pilot candidates and assesses their merits.

September 1 [September 2?]

Isamu Alva Dyson enters United Nations Spacy service.

2035

VF-11 updated with upgraded engines and avionics.

VF-17's first flight.

VAB-2's development begins in this period.

General Galaxy is contracted by the UN with reproduction of Queadlunn-Rau.

Design and improvement started in the next year, in addition to restoring the Quimeliquola Factory Satellite (Costs were held down, rather than building a new production line for the mecha, which requires a special manufacturing process).

Test flight of active stealth on an F-14 Tomcat

April 2

Isamu Alva Dyson punished for curfew break (3 days confinement).

May 5

Isamu Alva Dyson assigned to UNN Enterprise.

May 18

Isamu Alva Dyson punished for violation of military discipline (3 days compensatory labor).

July 23

Syun Tohma born.

July 26

Isamu Alva Dyson participates in the Delta War.

August 15

Isamu Alva Dyson convicted of parking violation.

December 5

Isamu Alva Dyson participates in the Formor riot.

2036

Formation of 727th Independent Squadron "VF-X Ravens".

On the Pukirases star system 5th planet, Maximilian Jenius discovers a galalasi [He'll give it later to her daughter Mylene who calls him Guvava].

Contacted a few years previously by Kamjin via Protoculture communications device, the Neld fleet arrives in the Sol System. Gorg Neld is killed and his fleet scatters. UN Spacy upgrades all remaining VF-1 units to –R with enhanced targeting systems to help deal with the Neld fleet invasion. The SDF-1 Macross once again flies into combat.

Test flight of SW-XA-1 non-transformable prototype. [unofficial]

February 13

Isamu Alva Dyson participates in the planet Avemaria Dispute.

August 9

Isamu Alva Dyson participates in the planet Hydra Civil War.

October 11

Isamu Alva Dyson punished for violation of command (on board suspension for 3 days).

October 30

Isamu Alva Dyson assigned to Moon Base to aid in the last line of defense should the Neld fleet penetrate the first line at Jupiter.

December 26

Catherine Glass is born.

2037

Isamu Alva Dyson wins the Focker Prize.

Powan Howan born.

Contacted a few years previously by Kamjin via Protoculture communications device, the Burado fleet arrives in the Sol System. Shortly after, the Leplendis Meltran fleet arrives. Gorg Burado is killed and his fleet scatters, however Moruk Leplendis only commits a fraction of her fleet and withdraws to plan a suitable strategy against the inheritors of the Protoculture legacy.

January 23

Isamu Alva Dyson assigned to Earth Defense Force to aid in the last line of defense should the Burado and Leplendis fleets penetrate the first line at Jupiter.

February 21

Isamu Alva Dyson punished for contempt of superior officer (salary cut 10% for 3 months).

March 3

Isamu Alva Dyson convicted for injury.

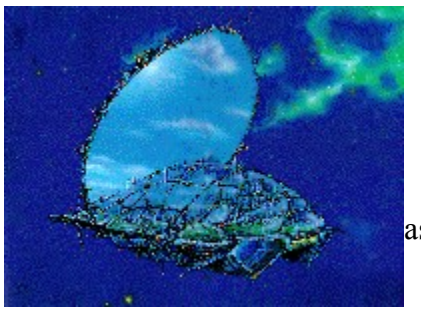
May 13

Isamu Alva Dyson punished for violation of command (on board suspension for 1 week).

June 7

Isamu Alva Dyson participates in UN Revolution War.

2038



Launch of the 37th long-distance colonization fleet centering around the 7th *New Macross* class battleship. Captain Maximilian and Second-in-Command Miriya Fallyna Jenius are assigned to it. The colonization fleet travels towards the center of the Milky Way Galaxy. Exsedol Folmo accompanies fleet as an observer. Gamlin Kizaki boards the long-distance ship as an immigrant.

Ray Lovelock and Basara Nekkei form the band Fire Bomber. They meet Veffidas Feaze around this time.

Isamu Alva Dyson wins the Focker Prize.

Manfred Brando gets rank 1 rewards for his classical management of Earth Culture Keeping Festival. He enters USCCM via special entry.

February 9

Isamu Alva Dyson assigned to Europa Base 7.

May 25

Isamu Alva Dyson participates in planet Salvation War.

April 29

Isamu Alva Dyson punished for contempt of a superior officer (salary cut 20% for 6 months).

November 1

Isamu Alva Dyson assigned to the Galaxy Patrol.

2039

Test flight of YF-21.

Development of the Mind System leads to a fatal accident during military training.

Isamu Alva Dyson wins the Focker Prize.

On the Macross 7 fleet, an incident occurs during a mind system test.

March 1

Isamu Alva Dyson assigned to UN Air Force on Planet Iota.

May 19

Isamu Alva Dyson punished for neglect of duties (confinement for 1 week).

June 18

Isamu Alva Dyson participates in the Delta War II.

July

Shinsei Industry rolls out the YF-19 demonstrator prototype fighter No. 1.

September

First flight of YF-19 prototype No. 1.

SW-XA-1 project cancelled in favor of the YF-19.

September 3

Isamu Alva Dyson punished for disregard of operations (deprivation of all his prizes).

October 22

Isamu Alva Dyson assigned to Outer Space Special Science Force.

Debut of Sharon Apple, a virtual singer. Her explosive popularity grows. [Note: After Vol. 1 of the *Macross Plus* video version, "Macross: A Future Chronicle" lists the debut of Sharon Apple in 2040.]

2040

Klan Klang is born.

Brera Stern (Brera Mei) is born.

The New U.N. government first encountered and confirmed the existence of the Vajra around this period, but kept their existence a secret.

Quimeliquola Factory Satellite is restored and renamed "Quimeliquola = Rhea Arsenal". Production restarts at Lagrange IV on Planet Eden.

New Macross 3 reaches the planet "Eden 3".

Timoshie Daldanton reorganizes the "Black Ray's" in special unit.

Manfred Brando graduates from USCCM. He incorporates the USAC.

An autonomous government is established on planet Vulcan.

Investigation of Endebald, the 3rd planet of the York star system, begins.

Macross Plus

YF-19 and YF-21 prototype competition is conducted at New Edwards Test Flight Center on Humankind's first colonized planet, Eden.

<u>January 5</u>

Isamu Alva Dyson assigned as seventh test pilot of YF-19 at New Edwards Test Flight Center on Eden.

All of Isamu Alva Dyson's exploits are deprived by U.N. Airforce.

<u>March</u>

Macross City holds the 30th anniversary celebration of the end of Space War I.

"The Sharon Apple Incident."

2041

Decision made to adopt VF-19 as the next generation main fighter.

At 15 years of age, Gamlin Kizaki enters the Air Force School in UN Spacy via special entry.

The 25th New Macross class emigration fleet (55th Super Long-distance emigrant fleet - Frontier Fleet) leaves Earth.

At 10 years of age, Mylene Flare Jenius obtains her driver's licence A class. Her father Maximilian gives her a red sports car.

Settlers abandoned the planet Elysium.

2042

VAB-2's deployment begins

Michel Blanc is born.

Investigation about a possible emigration on Planet Eden 3 begins.

Timoshie Daldanton retires from the army.

Maria Velasques Hoilie dies in Zola's orbit.

<u>April</u>

Milia is installed mayor of *Macross 7* by election.

<u>July 27</u>

Alto Saotome is born.

December

Decision made to adopt VF-22S as special operations fighter.

2043

Luca Angeloni is born.

Nanase Matsuura is born.

While the Varauta research fleet surveys an "ice planet" in the system, scientists discover a mysterious energy field underneath the ice surface. With an undisturbed legacy of Protoculture apparently inside the field, a field-deactivation experiment is begun.

The field strength drops and Protodeviln are awakened, starting with Gepernitch who possesses Ivano Gunther (Gyuntar?) and Gigile who possesses Lt. Autolmeur.

Gamlin Kizaki graduates Air Force School in 2 years (students normally take 3 years) and gets assigned as VF-17 pilot on Diamond Force.

Gilliam Angreat is promoted to Major and becomes the captain of the 727th independent squadron, VF-X Ravens.

Investigation ends on planet Endebald.

Manfred Brando graduates from the USAC as valedictorian.

April 29

Ranka Lee (Ranka Mei) is born.

2044

Aegis Focker graduates from military academy (after repeating one year) and is assigned as second lieutenant to the VFF stationed at New Anderson Base.

QF-4000/AIF-7S prototype first flight at New Edwards Test Center, Planet Eden.

2045

AIF-7S Ghost begins mass production.

Manfred Brando is installed as Representative Director of Critical Path Corporation.

Wilbur Garland is promoted to Colonel during the inauguration of the 1080 Stellar Sector Command. This command includes the “Ravens” Special Independent Squadron *[which is independent of the local sector]* .

Gilliam Angreat refuses his promotion for the 1080 Stellar Sector Command. He remains at a local assignment.

Environmental modification project beings on Eden 3.

Planet Endebald passes under U.N. Forces control.

SW-XA-1 prototype brought out of storage and modified YF-19 parts are integrated. [unofficial]

March

Macross 7

7 Episode 01 Speaker Pod

The Fire Bomber band performs their first live concert with Mylene Jenius. *New Macross 07* journeys near Planet Varauta. Exsedol Folmo has warned against coming close to this planet, but Maximilian Jenius did not heed his warnings ...

Macross 07 colonization fleet encounters a mysterious enemy (the Varauta Army).

Basara Nekkei of the rock band Fire Bomber begins singing at the scene of the battle.

7 Episode 02 Spiritia Level

7 Episode 03 Fire Scramble

7 Episode 04 Vampire Soldier

Varauta operatives infiltrate City 7. Outbreak of "vampire incidents."

May

"Fire to Tomorrow!"

7 Episode 11 Minmei Video

7 Episode 12 Spiritia Farm

Due to the efforts of the Varauta operatives, City 7 is manipulated into folding. Hereafter, City 7 begins to wander in space.

June

7 Episode 14 Fighting Woman Mayor Milia

Military doctor Chiba completes most of his sound energy theory.

7 Episode 15 Virgin Jealousy

7 Episode 16 Battlefront Music Box

The Varauta soldiers' identity are revealed as brainwashed Human and Zentraedi by the capture of Varauta soldier Irane *[Irena]* Hayakawa.

July

7 Episode 17 Pretty Devil

Awakening of Protodeviln Sivil. Diamond Force leader Kinryu is absorbed of Spiritia by Sivil.

Basara drives away Sivil.

7 Episode 18 Fallen Little Devil

City 7 folds to an unknown destination again.

August

7 Episode 22 Men of Burning Fire

City 7 is captured by star Alpha 1101's gravitational pull. City 7 returns to colonization fleet.

Macross 7 Docking Festival: Singing Saves the Galaxy!?

September

7 Episode 23 Sound Force

Formation of Sound Force.

7 Episode 25 Late-Night Duet

Macross 7 colonization fleet arrives at planet Rax.

7 Episode 26 Death on Planet Rax

Confirmation of Macross 05 colonization's annihilation. Hostilities with Gepernich Fleet and Varauta main fleet. As a result of this, the Macross 7 colonization fleet lands on planet Rax. Kinryuu dies saving City 7.

7 Episode 27 Seven-Color Song Energy

Dr. Chiba completes the Sound Energy System and equips each Sound Force element with it. Sound Force repels Glavil's attack with Sound Energy System.

October

7 Episode 28 New Sound Weapon

Sound Booster successfully developed.

November

7 Episode 32 Jammingbirds

"Jammingbirds" is formed.

7 Episode 33 Backstabbing and a Girl's Tears

7 Episode 34 The Day Gigile Sang

Sivil is successfully captured but escapes with Gigile.

December

7 Episode 36 Men of Passionate Song

Discovery of Protoculture ruins.

7 Episode 37 Mystery of the Space Ruins?

The truth about the Protodeviln is uncovered.

7 Episode 38 Forbidden Planet's Sivil

In order to save Sivil, Gigile self-destructs. Due to Gigile's power, Valgo is also destroyed, and Planet Rax is annihilated.

2046

Racing with restored/modified variable fighters, called Vanquish Racing, begins to become popular.

Test flight of VF-171.

Timoshie Daldanton is found to be part of the terrorist organization, Black Rainbow.

Aegis Focker is promoted to First Lieutenant and captain of the New Anderson base's VFF.

Suzie Newtlet passes the examination of the U.N.Spacy Air Force School and gains the first rank because of her skill.

Macross 7: Fleet of the Strongest Women

Macross 7 fleet encounters a large Meltrandi fleet lead by Chlore. Despite being outnumbered 50-to-1, Basara's song stops hostilities. Exsedol is given command to fire the Macross Cannon, but "accidentally" miscalculates the aim.

Macross 7: Encore

Due to Fire Bomber's increasing popularity, a TV section is done on their origins, and is wildly inaccurate.

January

Macross 7 Trash

The war with the mysterious Varauta Army continues. 27-year-old First Lieutenant Mahara retires from active duty in the United Nations Spacy and crosses paths with 17-year-old Shiba Midou at a rather opportune moment.

7 Episode 42 Desperate Capture Operation

Protodeviln capture operation by Sound Barrier.

Macross 7 the Movie: The Galaxy's Calling Me!

Basara folds to a planet inhabited by United Nations colonists and encounters an unknown mecha piloted by Emiyia Jenius. Basara and Emilia drive away the modified Natter Valgo.

February 2

7 Episode 43 Separated From Others

Mylene Flare Jenius celebrates her 15th birthday.

February

Operation Stargazer. Formation of "Ice Planet" special attack force and attack operation undertaken.

7 Episode 44 Nightmarish Invasion

Attack by Captain Max in VF-22S. Mayor Miriya becomes acting captain of Battle 7.

7 Episode 45 Ambitious Fourth Planet

7 Episode 46 Gamlin's Rebellion

Awakening of Protodevilns Zomd and Goram.

7 Episode 47 Basara Dies

Engagement of Dr. Chiba and bridge operator Kim Saintlaurent.

Deprived of Spiritia by Sivil, Basara goes into critical condition.

7 Episode 48 Mylene's Tears

The final battle against Gepernich. Use of Sound Buster in actual combat

7 Episode 49 Singing Voice Echoing Through the Galaxy

Revival of Basara Nekkei.

Conclusion of Protodeviln War.

The Protodeviln evolve into a Spiritia self-regenerating race with Basara Nekkei's singing as the catalyst. The surviving Protodeviln [Gepernitch, Sivil, Gavil and Glavil] go away beyond the galaxy.

March

Release of Fire Bomber's second album "Second Fire"

June

Release of Fire Bomber's third album "Acoustic Fire"

September

Release of "Galaxy Network Chart Vol. 2"

Fall

Macross 7: English Fire!!

Fire Bomber American releases its first album on an indies label.

2047

Suzie Newtlet is assigned as platoon leader of the Rose Galaxy Sector scouting unit. Shortly after, she becomes company commander. Half a year later she is demoted as platoon leader.

Release of Fire Bomber's album "Ultra Fire"

January

Fire Bomber American responds to an interview during an in-studio practice session.

February 21

"Macross English Anticipation Manga"

Fire Bomber learns about the English Fire!! album release from the Fire Bomber American cover band.

April

Release of Fire Bomber's fourth album "Dynamite Fire"

Macross Dynamite 7

Basara Nekkei journeys across the galaxy alone and embroils himself in a conflict between Galactic Whale poachers and the patrol force on Zola.

May

Release of Fire Bomber's album "Radio Fire"

Spring

Fire Bomber American's English Fire!! album gains widespread popularity.

Macross Dynamite 7: Mylene Beat

Mylene Jenius ponders independence by starting her own act aboard the Macross 7, but returns to Fire Bomber after nearly being raped by her female producer.

Macross Generation

Aboard the super-long-distance emigration Macross 9 fleet, aspiring idol singer Passero and her friend Liza pass auditions to participate in the "Lynn Minmay Story" musical under the eyes of the idol Canari Minmay, but Passero is in trouble and encounters Wolf, an assassin on the run from the Mafia, and Rafale, a Cosmo Bike Racer.

July 23

Macross Digital Mission VF-X

1920 Earth Standard Time: The idol singer group Milky Dolls are captured during a concert and taken to an abandoned colony planet (Elysium ?)

November

Leading Protoculture researcher, Dr. Mao Nome, publishes paper "Management and Prevention of V-type Infection" with joint-researchers Ranshe Mei and Grace O'Connor, in *Cosmos Nature* academic journal.

2048

Aegis Focker relocates as unit leader of Beneb star system's AVFF Angel Wings.

Test flight of SW-XA-1 transformable prototype. [unofficial]

The SDNF-4 Global, flagship of the117th large-scale investigation fleet is destroyed by an alien race designated as Vajra. The UN government covers up the incident as a space defold malfunction.

Suzie Newtlet assigned as Fleed Star Aerospace base test pilot.

2049

Suzie Newtlet ends her test pilot assignment at the same time she relocates Earth's Lagrange 4 space unit.

Syun Tohma promoted to U.N. Spacy pilot. He joins the Ruby Mace elite unit. He puts the lives of his teammates in danger twice.

2050

Remaining VF-1 units are upgraded to –R Plus units with pinpoint barrier systems.

The VF-171 Nightmare Plus replaces the VF-11C/VF-19 as the mainline variable fighter for the UN Government.

Planet Sephira is inhabited by approximately six million people.

April 9

Macross VF-X 2

United Nations Forces reassigns Captain Aegis Focker to the 727th Independent Special Command VF-X Ravens.

September 7

Macross VF-X2 Mission 2: "Wizard of OZ". VF-X Ravens intercepts terrorist Timoshie Daldanton's heavy bombers en route to Hyde City.

September 23

Macross VF-X2 Mission 3: "Die Zauberflote". CV 565 Saratoga II are attacked by a group lead by Critical Path Corporation president Manfred Brando.

October 4

Macross VF-X2 Mission 4: "Snow White". Assault on Base Magic Mirror. Gilliam Angreat is declared MIA. Suzie Newtlet and Syun Tohma are reassigned to 727th Independent Special Command VF-X Ravens.

October 14

Macross VF-X2 Mission 5: "Moby Dick". Terrorist convoy is intercepted and destroyed by VF-X Ravens.

November 14

Macross VF-X2 Mission 6: "Singin' in the Rain". VF-X Ravens liberate Hyde City, under the control of Timoshie Daldanton and the Gjagravan Va Land Weapon.

December 1

Macross VF-X2 Mission 7: "Pinocchio". VF-X Ravens intercept Rorqual submarines on Planet Eden.

December 26

Macross VF-X2 Mission 8: "King & I". Timoshie Daldanton and his Black Rainbow terrorist group attempt to use laser satellites on Planet Vulcan.

2051

January 16

Macross VF-X2 Mission 9: "Mary Poppins". Battle at Area ASR8283200.

February 2

Macross VF-X2 Mission 10A: "Easter Parade". Annabella Lasiodora Mobile Weapon is destroyed at Ceres Base.

February 14

Macross VF-X2 Mission 11A: "My Fair Lady". Wilbur Garland is killed above Macross City.

Macross VF-X2 Mission 12: "Remember Love". U.N. Forces defeats the Vindirance terrorist group.

The SDF-1 Macross is destroyed by the UN Spacy Earth Defense Fleet.

Macross 13 destroyed.

2053

Mio Levinas, from the illustrious Levinas family, joins the 37th super-long-distance emigration fleet new Sound Force.

2055

Alto Saotome enrolls in Mihoshi Academy’s theatre program.

Jessica Blanc dies of an apparent suicide after a friendly fire accident.

2057

June 24

Prototype VF-25's first flight. Macross Frontier comes near a newly discovered star system (in the M55NGC6909 planetary cluster) for resource collection. A series of test flight programs began on the 3rd planet (designated Messiah 025) where the atmosphere was deemed suitable for testing the new variable fighter along with the Ark Royal-class carrier "Shanghai III" serving as an orbital base for testing.[*Shinsei Industry Test Flight Center, Planet Eden, Lagrange point L2 Factory Colony.*]

December 11

Prototype VF-27's first flight from the small aircraft carrier "Katmandu III".

2058

Macross the Ride

Racing mixed with battroid combat using restored variable fighters, called "Vanquish" becomes popular amongst Macross Frontier fleet citizens as a break from their monotonous lives. Secretly the UN Government and PMCs (private military contractors) participate to collect illegal combat data on weapons development.

2059

Development of VF-25 based on the halted YF-24 Evolution design is continued on the Macross Frontier by private company L.A.I.

Development of the YF-27 based on the YF-24 Evolution design is continued on the Macross Galaxy.

March

Macross Frontier

Macross Frontier TV episode 1 - "Close Encounter" - The 21st New Macross class immigrant fleet from planet Eden, "Galaxy Fleet", passes near the Macross Frontier fleet. Idol Sheryl Nome visits. While the Macross Frontier fleet is en route towards the center of the galaxy in search of inhabitable planets, it is attacked by the mysterious extraterrestrial lifeform Vajra. The Macross Frontier fleet enters into a conflict with space-lifeform, Vajra.

Macross Frontier TV episode 2 - "Hard Chase" - Ranka Lee is on her way to S.M.S. to drop off some items for her older brother Ozma Lee when she happens to meet Sheryl Nome. Alto Saotome also shows up when the two arrive at an observation park, but then the Vajra loom over from the skies above.

Macross Frontier TV episode 3 - "On Your Marks" - Alto Saotome unexpectedly meets Ranka Lee and Sheryl Nome again at an observation park. However, the Vajra also shows up again in the skies above the three, so they immediately head to the park's emergency shelter and are trapped inside.

May 1

Sheryl Nome's "Sayonara Live" concert.

Macross Frontier TV episode 7 - "First Attack" - Macross Galaxy Rescue Operation.

May 5

Ranka Lee performs "Ninjin Loves You Yeah!" at Folmo.

May 9

Macross Frontier TV episode 8 - "High School Queen" - Ranka Lee transfers to Mihoshi Academy.

May 31

Macross Frontier TV episode 10 - "Legend of Zero" - Ranka Lee gets a small role in the "Bird Human" movie.

June 1 - June 3

Ranka Lee films her role on the "Bird Human" movie (her participation is extended through June 21).

July 12

Bird Human (movie) Roadshow.

August 2

Macross Frontier TV episode 12 - "Fastest Delivery" - Michael Blanc brings Ranka Lee to a specially-installed stage at the 33rd Marine Forces' base on Gallia 4. Grace activates a dimension eater device, destroying approximately 1/4 of the planet and exposing the core.

August 15

Macross Frontier TV episode 17 - "Goodbye Sister" - Ranka Lee's first live performance (Although originally scheduled for August 3, Ranka was recovering after being rescued from the Vajra). After her first live performance, Ranka's popularity increases further.

August 25

Macross Frontier TV episode 19 - "Triangler" - The Frontier fleet celebrates after completing the 7th ultra-long-distance fold, declaring the day "Aimo Memorial Day". A commemorative ceremony is held with a performance at Mihoshi Academy.

Macross Frontier TV episode 20 - "Diamond Crevasse" - Influenced by Ranka's feelings, large numbers of Vajra appear inside the Frontier colony and begin brutal attacks. President Howard Glass is assassinated heading to Battle Frontier.

Macross Frontier TV episode 21 - "Blue Ether" - The president's death is falsified by Chief of Staff Leon Mishima, who seizes command and deploys Battle Frontier. The Vajra are drawn to Island 3 by Ranka Lee in a strategy by S.M.S. to use a dimensional eater bomb. The Vajra and Island 3 are annihilated.

August 27

Ranka Lee attends mourning ceremony. She announces she is quitting singing.

August 28

Ranka Lee reunites with adult form Ai-kun. She and Brera Sterne leave to find the Vajra homeworld and return Ai-kun to his kind.

September 2

Grace O'Connor uses Ranka Lee to control the Vajra with her song, launching an attack on Macross Frontier. NUNS forces use Sheryl Nome's song in an attempt to counter Ranka Lee.

Ranka Lee's consciousness is restored through combined efforts of Alto Saotome, Macross Quarter and S.M.S. She returns to Macross Quarter, her strength returned and Sheryl's strength amplified (Ranka causes the Type V infection to become "native" to Sheryl as it is for Ranka).

The combined force of the S.M.S., Macross Quarter and the Vajra destroy Macross Galaxy and Grace O'Connor.

Macross Quarter lands on the Vajra homeworld, claimed as their new colony.

2060

Mylene Flare Jenius continues her solo career.

Resources

Yay! Here is a list of places I have drawn information and images from to compile this RPG and sourcebooks. There are several other sites I have drawn upon that are no longer there, or I have simply forgotten which ones they were. All of these are great websites for additional pictures and information for using Macross in other game systems, so please visit them.

Macross Mecha Designs http://www.steelfalcon.com/macrossmecha.html

Macross Compendium	http://macross.anime.net/wiki/Main_Page
The AntiKevs	http://www.geocities.com/TimesSquare/Realm/7194/antikevs.htm
Nanashi's Information Group	http://www.macrossmecha.info/
UN Spacy Database	http://unsd.macrossrpg.com/
Palladium Books	http://www.palladiumbooks.com/
Talsorian Books	http://www.talsorian.com/
Mecha Anime HQ	http://www.mahq.net/mecha/macross/macross.htm/
Macross RPG Community	http://www.macrossrpg.com
Macross RPG Galaxies	http://www.macrossroleplay.org/forums/index.php
Sketchley's Translations	http://www.macrossroleplay.org/Sketchley/portal/translations.htm

Also used in making this game are quotes and screenshots I took from the various Macross animated series, music soundtracks and video games.

FAQ & Errata

This should cover any possible questions that might arise and will need to be addressed.

Q – Why does [character] have certain values for their stats or skills?
A – For most of the characters done for the Palladium game, I converted their stats and skills over as closely as possible, with corrections for Kevinisms. For all others, I based their stats and skills on what they showed in the anime. Most stats were figured as the character was intended rather than how many people view them. Additionally, many characters from the original Macross seem very incapable compared to later information about them (for instance Miriya being an expert at knife-fighting in the comics, but looked somewhat sloppy in Macross).

Q – Why do books for Macross II, Southern Cross, Mospeada, Megazone 23 and Robotech if they aren't part of the official Macross canon storyline?
A – All four of these have been forever linked to Macross in one manner or another, so for the sake of completeness I added them. Also, they offer interesting possibilities if used in parts for story elements. Plus, I was bored.

Q – Why does this [character/mecha/ship/etc] have a different name than I recognize?
A – There's a couple possibilities.

First being that this game uses Macross names, not Robotech Names. Thus you will never see any reference to Rick Hunter or Lisa Hayes since their names are Hikaru Ichijyo and Misa Hayase.

The second possibility is that some names had multiple romanizations. For instance, the supreme leader of the Zentraedi fleet has been spelled as Bodolza, Bodolzaa, and Boddole Zer. Vrlitwhai has also been spelled as Breetai, both being pronounced the same. Where possible I used the most common spelling and listed alternates in their profiles. Another issue is minor spelling differences, like Linn vs. Lynn and Minmay vs. Minmei. In concern to Zentraedi names, there were some romanizations used that were intentionally bizarre to make the Zentraedi that much more "alien".

Another issue is with the Japanese R-L issue. Is her name Miria or Milia? Is her daughter's name Komiria or Komilia? Likewise, is the other character's name Clan Clan, Clan Clang, Klan Klang, Kuran Kuran or Klan Klein? In most cases I took the most commonly used names, or the official english translation from the Macross websites.

In the case of capital ships, some ship classes were actually the names of individual ships in that class; such as the Uraga being an Ark Royal class ship.

Q – Why isn't [particular character] listed?
A – Either I forgot or the character was considered too minor to give stats for. Also, I did not list certain characters specific to some of the side stories and video games because it is highly unlikely for those NPCs to be encountered. For the most part, I gave stats and background for bridge crews and main characters; people most likely to interact with PCs.

Q – Where is South Ataria Island?
A – It is the southernmost tip of the Ogasawara Islands in the North Pacific.

Real-life Note: The southernmost tip of the Ogasawara Islands in the North Pacific is Minami Iou Jima or "South Iwo Island". Although it is approximately the same size and shape, its unfertile sulfur soil composition is unlike how South Ataria Island is portrayed. Coordinates: 24N, 141E

Q – A particular VF model wasn't included in the mecha profiles, but it was in the model listing.
A – Some models had no differences in Mekton stats. One example is the differences between the VF-11A and VF-11B, that were mostly cosmetic. Both have the same stats and costs, so there is little reason to list profiles on both. Notes are added to a particular entry if there are other models with the same Mekton stats.

Q – Why are there mecha and ships listed that I thought didn't exist?
A – Ok, in particular there were some upgraded mecha and ships that were created in the 2020's to 2030's in a couple of video games for the PC and Turbo Grafix 16 console. This includes Macross: Scramble Valkyrie, Macross: Remember Me and Macross Eternal Love Song. These games present four individual Zentraedi (three Zentran and one Meltran) fleets that attack the Sol System in 2036 and 2037 but are never mentioned in the official storylines. Just because the anime didn't cover them doesn't make them less important to the story.

Fortunately, canon events do help support these events. During the attacks in 2036 and 2037, Isamu Dyson was transferred to the lunar base Apollo and then to the earth defense fleet, respectively. It would make sense that the UN would want their best pilots defending earth from such enemy forces.

Q – Why is there contradicting information in regards to Space War I? Particularly concerning Laplamiz?
A – Do You Remember Love was a film about Space War I, created by the citizens from the SDF-1 that premiered in February of 2031. The film became an enormous success and revived the Minmei Boom the same year. It influenced later portrayals of Space War

I and inspired many United Nations citizens including Nekkei Basara, a pivotal figure in the Protodeviln War (2045 March-2046 February). Note that the real movie of DYRL is the “same” movie made by the SDF-1 citizens.

For propaganda reasons, the film deviated from the historical events. Zentraedi female commander Moruk Laplamiz was intentionally portrayed as a commander of an entire "Meltrandi" main fleet separate from the Boddole Zer Main Fleet, in order to emphasize the existence and danger of main fleets besides the Boddole Zer Main Fleet. (The movie popularized the Zentraedi term "Meltrandi" for female Zentraedi in general.) The movie employed the *East River* training ship to portray Boddole Zer's mothership, using holography to alter the ship's outer appearance.

Production Notes: Several episodes of *Macross 7*, particularly episode 11 ("Minmei Video") and the third unaired episode ("Fleet of Strongest Women"), excerpted the *Do You Remember Love?* film. This film purportedly produced within the world of *Macross* has several differences from the similarly named film, *The Super Dimension Fortress Macross [the Movie]: Do You Remember Love?* (1984). The 2031 film in the *Macross* world has Max and Miriya fighting in space, which did not occur in either the 1984 film, or the first *Macross* series (1982). It also portrays Max and Miriya’s marriage, which was not included in the 1984 film.

For those characters and mecha that have large changes between the TV and movie versions.

One major instance is regards to Laplamiz. I wrote her into this RPG specifically as her movie version, commanding her own fleet of Meltrandi. In the TV series she was shown as the subordinate of Quamjin, even though there are several references to the Zentraedi and Meltrandi <u>not</u> working together.

Last of all, nearly 40 years of rebuilding has passed since then. Don’t forget that the earth was annihilated in 2010. If it took the UN government almost 40 years to find record of the VF-0 project, it’s not so hard to accept that records of the war might not be completely accurate (most records would come from the SDF-1 crew, and would likely be full of misconceptions, propaganda and guesswork).

Q – What are some of the alternate spellings and romanizations?
A – Here is a partial list. I probably won’t list every possible variation, especially Robotech changes. The creators specifically romanized the Zentraedi names to be as alien as possible, as they are neither American nor Japanese.

<u>Name Used</u>	<u>Alternates</u>
Zentraedi	Zjentohlauedy, Zentradi, Zentrady, T’sentraeti
Meltrandi	Meltohlaundy
Miriya	Miria, Millia
Microne	Micron, Miclone
Macrone	Maclone
Gepernich	Gepernitch, Geperniti
Exsedol	Exedore, Exedolsa
Quamjin	Quamzin, Kamjin
Klan Klein	Kuran Kuran, Klan Klan, Klan Klang
Queadlunn	Queadluun

Q – What is the “supervision” army?
A – The Supervision Army (also translated as Inspection Army) is the forces of Protoculture and their Zentraedi fleets that were dominated by the Protodeviln after their emergence. It is presumed that the army was largely composed of the fleet protecting the Protoculture’s research facility in the Varauta system, and that it expanded slowly as the Protodeviln dominated more and more of the opposing forces.

As the Schism War continued to escalate, one side of the Protoculture developed the EVIL series Zentraedi as a means to end the war, only to end up creating a new one.

Q – Is it true that during space fold, people become "lovey-dovey"?
A – A fold is a kind of warp. While moving, it is easy to feel high from tripping out as the sensation of separation from the ethereal body is a kind of drug. In addition, people who play around [have an active sex life] appear one after another, because of that love [love-making] mode coupled with the feeling of tension from death; as the act of folding sits side by side with the act of dying. This state is called "Fold Love". Or to put it crassly, space folding tends to make people randy.

Recommended Viewing

Anime:

Macross, Macross Zero, Macross Plus, Macross 7, Macross Frontier, Macross DYRL, Macross Flashback 2012 - These, plus their side stories, form the core of this game.

Megazone 23 - While not part of Macross, it gives an interesting idea for a different type of colony ship setting.

Gundam - Again, not part of Macross, but it gives some interesting ideas for anti-UN forces who believe they are right in fighting for their sovereignty and independence.

Orguss - Yet again not part of Macross, but the storyline talks of using a time-space detonation weapon that causes the Earths from over 100 realities to overlap while the Earth is rapidly heating up from unnatural global warming.

Television:

The Universe - This series has great information about space and what is in it.

The Known Universe - More information on deep space.

How the Earth Was Made - This series explains how our planet works, and could give good reference for making information on planets for the campaign.

Battlestar Galactica - A grim story about a few ships struggling for survival against unrelenting alien forces and internal political factions vying for power while trying to find a new planet to call home... sound familiar anyone?

Stargate Universe - Many condemn this series as being a clone of Battlestar Galactica, but it has some interesting ideas for what lies at the boundary of the entire universe. Could the Protoculture have discovered a similar phenomena? Could that black portal the Megaroad-01 entered have taken them somewhere on the other side of the universe?

Insert character picture or symbol here

Character Name_____
Player Name_____
Concept_____
Race _____ **Sex** _____
Age_____ Skin _____
Height/Weight _____
Hair/Eyes _____
Appearance _____
_____

Primary Statistics

Intelligence	
Cool	
Presence	
Empathy	
Technical Ability	
Move Allowance	
Body Type	
Reflexes	
Dexterity	
Strength	
Attractiveness	
Education	

Secondary Statistics

Endurance	[Bod x10]	
Stun	[Bod x10]	
Body Type Modifier		
Recovery	[Bod + Str]	
Resistance	[Cool x3]	
Mental Stability	[Emp x10 (x5)]	
Luck	[Int + Ref]	
Movement	[MA x1m]	
Run	[MA x3m]	
Leap (stand/run)	[MA(or run)/4m]	
Anime Leap	[MA x1.5m]	
Swim	[MA x1m]	
DMG		
EV		
Lift	[Str x10kg]	
Throw	[Str x3m]	

Option Points

Location Chart						
Loc.	**Head**	**Torso**	**R.Arm**	**L.Arm**	**R. Leg**	**L.Leg**
D10	**1**	**2-4**	**5**	**6**	**7-8**	**9-0**
Hits						
SP						

Spiritia **Spiritia Pool**

Outward Character Description

Skill	Stat?	Rank	Total

Talents & Perks	Rank	Cost

Complications	Severity

Powers & Abilities	Rank	Cost

Weapon	WA	Range	Damage	BV	#Shots	Conc	Class	Weight

Gear	Weight